

Adventures on LEGO Island

Functional Design Document

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avatar onto a location icon on the island map. The user will then be transported to that location as that character.

Each character has a distinct personality as well as unique skills. These character traits determine how (and in some cases how well) different characters perform under different conditions such as customizing the island and driving vehicles.

III. Where You Can Go

Like any other town, LEGO Island is made up of houses, businesses, and government buildings (each referred to as a "location"), as well as the terrain between and around these locations.

The locations and terrain of LEGO Island are outlined below with a brief description of what the user can do at each place:

A. Information Center

A hub location where the user not only begins the game but returns to for changing character roles, viewing his game progress, or exiting the program. The Information Center contains numerous interactive activities, hotspots and triggered animations as outlined below:

- Player Registration Process
- Location Descriptions
- Character Bios
- Character Selection
- Learn about and view score
- See Island from Observation Deck
- Gag animations

B. Island Terrain

The LEGO Island terrain is populated by a variety of people, animals, plants and vehicles. While traveling over the terrain, the user constantly interacts with these elements to create a unique and dynamic user experience.

1. People

- Foreground animation
- Background animation
- Customize

2. Animals

- Foreground animation
- Background animation
- Customize

3. Plants

- Customize

4. Vehicles

- Navigate

C. Major Locations

There are six major locations each of which contains at least one highly interactive activity as well as hotspots and triggered animations for the user to click on.

1. Gas Station

- Dune Buggy Build GUI
- Proposal/acceptance of Tow Truck Rescue Mission
- Gag animations

2. Racetrack

- Race Car Build GUI
- Car Race
- Gag animations
- Destination for Towtruck Rescue Mission

3. Beach

- Jetski Build GUI
- Jetski Race
- Gag animations

4. Police Station

- Helicopter Build GUI
- Gag animations

5. Pizzeria

- Proposal/acceptance of Pizza Delivery Mission
- Juke Box Operation
- Gag animations

6. Hospital

- Proposal/acceptance of Ambulance Rescue Mission
- Gag animations

D. Minor Locations

There are six minor locations, each of which contains hotspots and triggered animations for the user to click on.

1. **Cave**
 - Secret Door
 - Treasure Chest
 - Foreground animations
2. **Jail**
 - Destination for Pepper's Pizza Delivery Mission
 - Foreground animations
3. **Residential Area**
 - Customize
4. **Post Office**
 - Customize
5. **Bank**
 - Customize
6. **Store**
 - Customize

IV. How You Get There

There are two broad categories of navigation on LEGO Island:

- The first involves walking or driving vehicles over the island terrain. Depending on the user's choice, this method of navigation can be either active or passive and is described in further detail below.
- The second involves transportation inside and between major locations. This method of navigation involves clicking on directional arrows to move from screen to screen inside a location and clicking on location icons to be transported to other locations. It is described in detail below.

A. Navigating the Terrain

In exploring the LEGO Island terrain, the user can either walk or drive various vehicles. While walking is almost always an option (except when competing in the Jetski and Race Car race), vehicles are not. Vehicles must be found in various places around the island before they can be driven.

OVERVIEW

There are two types of vehicles:

- Pre-constructed vehicles that are ready to be driven.
- Custom built vehicles that must be constructed at designated Build GUI sites before they can be driven.

Pre-constructed vehicles which can be found on the island are a skateboard, bicycle, motorcycle, tow truck, and ambulance. Vehicles which can be constructed at the Build GUI's are a jetski, race car, helicopter and dune buggy. Each vehicle has an attached electronic map (except the skateboard) that helps the user navigate his way around the island.

Whether walking or driving a vehicle, the user will use Active or Passive navigational techniques to get around the island.

1. Active Navigation

Active navigation lets the user walk or drive a vehicle by performing the following functions:

- Clicking and holding down the left mouse button to accelerate
- Positioning the cursor on the right- or left-hand side of the screen to move toward the right or left
- Positioning the cursor on the upper or lower half of the screen to move forward or in reverse.

In active navigation, each vehicle has a different filter on the mouse input routine to make certain vehicles easier or more difficult for one character to drive than another. For example, if the user is playing the part of Pepper, he can actively navigate the skateboard in an easier and more precise way than the tow truck. When Pepper drives the tow truck, the mouse lags, amplifies small changes and causes random vehicle responses. Each character will be good at driving certain vehicles and have a more difficult time driving others.

2. Passive Navigation

Passive navigation lets the computer drive the user from location to location. The user controls his exploration of the island by clicking on signs and roads. He then is automatically taken to the next decision node. At this point, the user must click on another sign or road to be taken automatically to the next decision node. At each decision node, the user has the option to switch over to active navigation, or stay at that spot and click on objects to customize the island.

B. Navigating the Major Locations

1. Directional Arrows

When inside one of the major locations, the user explores its contents by clicking on left and right directional arrows to view the other screens (or walls) of the current location/room. In a four-screened room, clicking on the left arrow would change the user's view to the left adjacent screen (counter-clockwise 90 degrees) and vice-versa. In a two-screened room, clicking on either the left or right arrow will change the user's view to that of the opposite screen.

2. Location Icons

Throughout the island, the user has access to location icons that when clicked will automatically transport him to the main screen of his chosen location. This transporting ability works in three different ways:

- **Information Center map location icons**
From the Information Center Main Screen, the user can click on and drag one of the five character avatars onto any of the seven major location icons on the island map. This will automatically transport the user to that location's Main Screen as that character. If he drags a character avatar onto the Information Center icon on the map, the user will remain in the Information Center as that character.
- **Information Center icons**
Throughout the island, when the user clicks on the Information Center icon ("i"), he is automatically transported back to the Information Center Main Screen. If, at this point, he clicks on the "i" icon at the Information Center Main Screen, he is automatically transported back to where he was.
- **Build GUI site icons**
At any of the four Build GUI sites, when the user clicks on the Main Screen icon, he is automatically transported to the Main Screen of the current location.

V. Which Ways You Can Play

There are several ways to approach the game, none of which is ever dictated to the user as the way he must play. Instead, it is always the user's choice as to which activities he will embark upon. The result is a LEGO Island experience appropriate to the user's skill and comfort level.

These styles of play are broken up into three different categories, each described below:

A. Exploration

Exploration of LEGO Island is a true multimedia experience. As the user actively or passively navigates around the island, he can see a diversity of LEGO characters in entertaining animations, discover a variety of LEGO buildings, explore the island's landscape, and listen to a wide selection of music.

Exploration is not distinct from the other ways to play the game but rather is an integral part of the LEGO Island adventure. It is, in fact, exploration that allows the user to discover constructive and competitive elements of the game described below.

B. Construction

Throughout the island, the user can alter the LEGO environment by clicking on people, animals, plants and buildings to change their physical state. He can also operate Build GUI's to create LEGO vehicles from scratch.

1. Customize

Depending on which of the five main characters the user becomes, he can click various objects throughout the island to change their physical state. There are four categories of objects seen throughout the island that can be customized:

- People
- Animals
- Plants
- Buildings

Each object can go through four different changes per character. These changes are dependent on the skills and personality traits of the character.

- **Pepper** is good at math and thus when he clicks on an object, he will change its geometry. For example, plants will change to trees, hats change to another type of hat, houses change to other houses, etc.
- **Mama** is a lover of music and thus when she clicks on an object, she will alter the sound that it makes. For example, a bird that is whistling will change to a bird that is barking, etc.
- **Papa** is a kinetic person and thus when he clicks on an object, he will cause it to perform a different acrobatic move. For example, people who are at once walking along will begin to flip around, spin about, etc.
- **Lora** is an interpersonal person and thus when she clicks on an object, she will affect its mood. For example, a plant that is droopy will suddenly perk up, etc.

- **Nick** has spatial abilities and thus when he clicks on an object, he will change its color. For example, a building that is green will change to one that is red, etc.

2. Build GUI's

Four locations on LEGO Island have Build GUI sites where the user can construct vehicles out of LEGO bricks. All Build GUI's have essentially the same functionality to give some consistency to the user experience, while the look of each GUI room is slightly different. As a result, the build process will function the same way at each Build GUI site. Once vehicles are built, the user has the option of driving the vehicle, or walking to explore other areas of the island.

C. Competition

Competition on LEGO Island consists of racing, in which the user attempts to complete a particular course ahead of his competitors, or going on a mission, in which he tries to complete a task within a certain amount of time.

1. Races

Races occur in two locations: the Racetrack and the Beach.

In each case, the user must first build a vehicle at the location's Build GUI site. The Build GUI site can be accessed by clicking on an icon that will be visible when the user first enters the location. Once the vehicle is built, the user has the option of entering the race, going on practice runs, or simply moving on.

If he chooses to enter the race, he will compete against two other competitors. During the race, the user may click on the Information Center icon on the vehicle's dash to cancel the race and be transported automatically to the Information Center Lobby/Main Screen. No penalty is incurred in this case. If the user finishes the race, the race judge will present him with a colored brick that indicates what place he came in (red for first place, blue for second place and yellow for third.).

2. Missions

Missions may be undertaken at each of the following three locations: Pizzeria, Hospital, and Gas Station.

If the user accepts a mission, he tries to complete it within a certain amount of time or else no credit will be received. If the user does not accept the mission, no penalty is incurred.

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To complete each mission, the user must use the vehicle that is found at the mission origin location. Those vehicles are as follows:

The Ambulance Mission: the Ambulance

The Tow Truck Mission: the Tow Truck

The Pizza Delivery Mission: the Skateboard

If, upon accepting a mission, the user accesses another vehicle, that mission is automatically canceled. If the user does not complete a mission, no penalty is incurred.

3. Chasing the Brickster

Act II consists of chasing the Brickster, recovering the helicopter bricks, and rebuilding the helicopter. Act II is triggered when the following two events have taken place (in order):

- The user has built the helicopter.
- While playing the part of Pepper, the user delivers a pizza to the Brickster at the Jail.

The pizza Pepper delivers has such a strong smell that its fumes disintegrate the jail door's lock and enables the Brickster to escape from prison. He flies off in the LEGO helicopter, steals the Power Brick from the antenna on the Information Center, and retrieves his hidden debricker. Stealing the Power Brick and obtaining the debricker serve the following purposes:

- Removing the power brick from the antenna cuts the power supply to the whole island. As a result, the user loses the ability to change the character he is playing. Rather than being able to choose characters to perform certain tasks, he is now limited to the particular skills that Pepper possesses. The power brick also enables him to provide power to the debricker.
- The debricker has the power to deconstruct LEGO structures. By using the debricker to deconstruct all the LEGO structures, the Brickster can destroy the island.

While deconstructing the island, the Brickster also deconstructs the helicopter, and hurls the bricks back at the user.

The object for the user at this point is to dodge the thrown bricks and then gather them in order to rebuild the helicopter (the only vehicle that enables the user to capture the Brickster). During this process, the user triggers obstacles (e.g., a vehicle crossing the user's path) making the tasks at hand even more difficult.

Help in Act II is provided in the form of various LEGO Island residents who tip off (or sometimes lead astray) the user as to the Brickster's whereabouts. They also help the user gather the helicopter bricks.

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Once all the bricks are gathered, the user must reconstruct the helicopter, the completion of which triggers the start of Act III.

4. Catching the Brickster

Act III consists of the final chase of the Brickster using the newly constructed helicopter as the chase vehicle. Armed with an arsenal of anchovy pizzas, the Brickster's favorite food, and doughnuts, the cops' favorite food, the user attempts to stall the Brickster's deconstruction of the island long enough for the police to capture him.

By firing the doughnuts in the vicinity of the police officers, who are assisting in the pursuit of the Brickster, the user gives them energy to continue the pursuit. By firing the pizzas in the vicinity of the Brickster, the user causes the Brickster to stop and eat, thereby stalling his progress. The more accurate the doughnut launches are, the better able the police are in staying on the Brickster's tail. The more accurate the pizza launches are, the more time the Brickster spends eating, and thus, the easier it is for the user and the police to capture him.

The police officers are constantly giving words of advice to the user over the helicopter radio about how to more accurately aim the pizzas and doughnuts. Additional help within Act III is given to the user by the townspeople who, while gathered at the Information Center, give words of encouragement to the user over the helicopter radio.

The game ends when either the Brickster has completely deconstructed the island or the user has stalled him long enough for the police to capture him.

Following is a detailed description of how each component of "Adventures on LEGO Island" functions. Diagrams and sketches are included in this description, however, please note that these are being used as functionality references only. The actual look of the product as well as exact physical placement of objects will differ.

The Information Center

The game begins with an introductory flythrough over LEGO Island that ends at the front door of the Information Center. The flythrough happens as follows

- Splash screen with animated Mindscape logo (w/ sound)
- LEGO logo
- Theme song starts
- Title screen - words "Adventures on LEGO Island" animate and click together with LEGO bricks
- Animated flythrough plays and at the end of flythrough the point of view is as if the user has landed at the front door of Information Center. The door has opened, the Infomaniac is standing in the doorway.
- The Infomaniac welcomes the user and invites him inside. The user's point of view is as if he follows the Infomaniac through the open door and into the lobby.

The Information Center is the hub of the island. This is where the user not only begins the game but returns whenever he wants to either change character roles or view his game progress. In addition, the Information Center is one of the most feature-rich locations on LEGO Island.

Upon first entering the Information Center Lobby, the user has access to the following:

- Learning the basics of playing the game (strategy, character history, where things are located, etc.)
- Exploring the various features the Information Center offers
- Exploring the rest of the island
- All of the above

I. The Basics of Gameplay

The Information Center Lobby is where the user first realizes his capabilities with each character on LEGO Island. The following activities enable this process:

- Observing the Infomaniac's helpful monologues and animations
- Entering his name in the Registration Book
- Meeting the five main characters by viewing their character bios
- Finding out what each major location has to offer by clicking on the map icons
- Viewing the Cube of Fame and learning about how scores are kept

A. The Infomaniac's Monologues

As the user enters the Lobby for the first time, he is welcomed by the Infomaniac, the all-knowledgeable creator of LEGO Island. Through a series of entertaining animations and humorous monologues, the Infomaniac helps the user familiarize himself with the island (i.e., how to get places, where he can go, what he can do, etc.)

If the user clicks on any of the hotspots in the Lobby, the Infomaniac's monologue will be interrupted. If the directional arrows are clicked, a cut to the chosen screen occurs. When the left directional arrow is chosen, an animation of the Infomaniac walking to the left and off screen occurs (ditto to the right). He will appear when the next screen comes up walking from the direction selected. He will then turn to the user to begin the monologue for that screen.

B. Player Registration

While at the Lobby/Main Screen, when the user clicks on the Registration book, an animation of the book opening to fill 3/4 of the screen occurs. (**See Registration Book diagram attached**)

On the left-hand page of the book, all the letters of the alphabet are displayed, plus an Information Center icon and a Back key. On the lower portion of the left-hand side page, an animation of the Infomaniac explaining the registration process takes place.

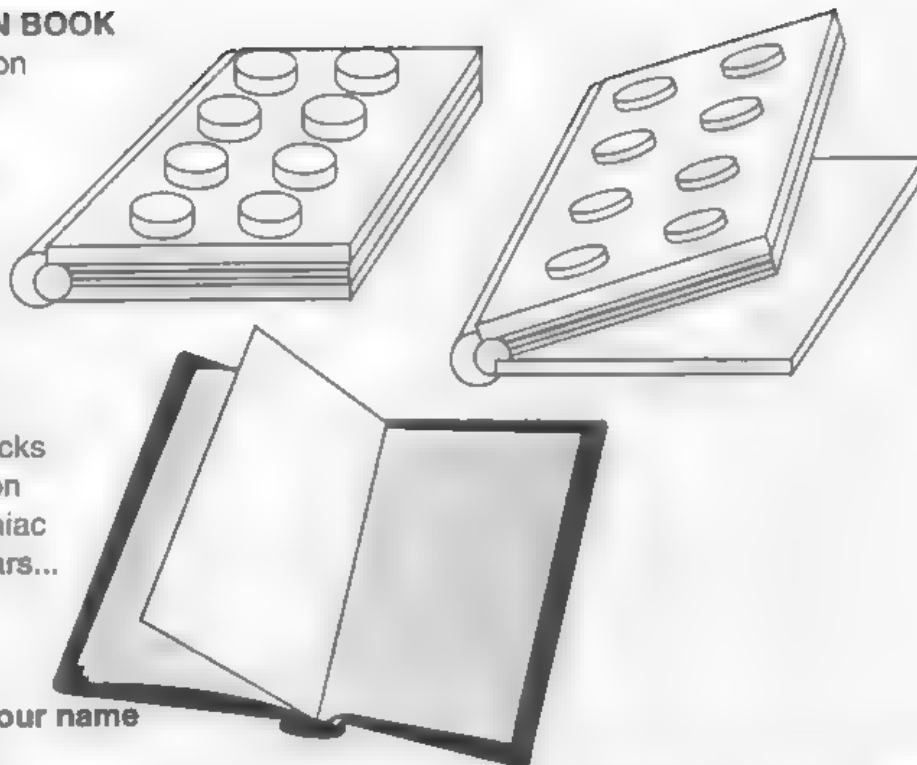
On the right-hand page, there are ten lines which represent ten different games. Each line contains seven blank letter spaces and a check mark. As the user clicks on letters on the left-hand page, those letters appear on the next available line on the right-hand page - the first letter clicked will appear on the left-most position of the line. When the user clicks the back key, the last letter entered will be removed. When the user clicks the check mark, an animation of the book closing and returning to its original position occurs. The user's view will then be of the Lobby/Main Screen. The name that was just registered will appear above the map of the island.

If the user clicks on the Information Center icon while the Registration Book is open, the same effect as described above will occur, however no name will appear above the map.

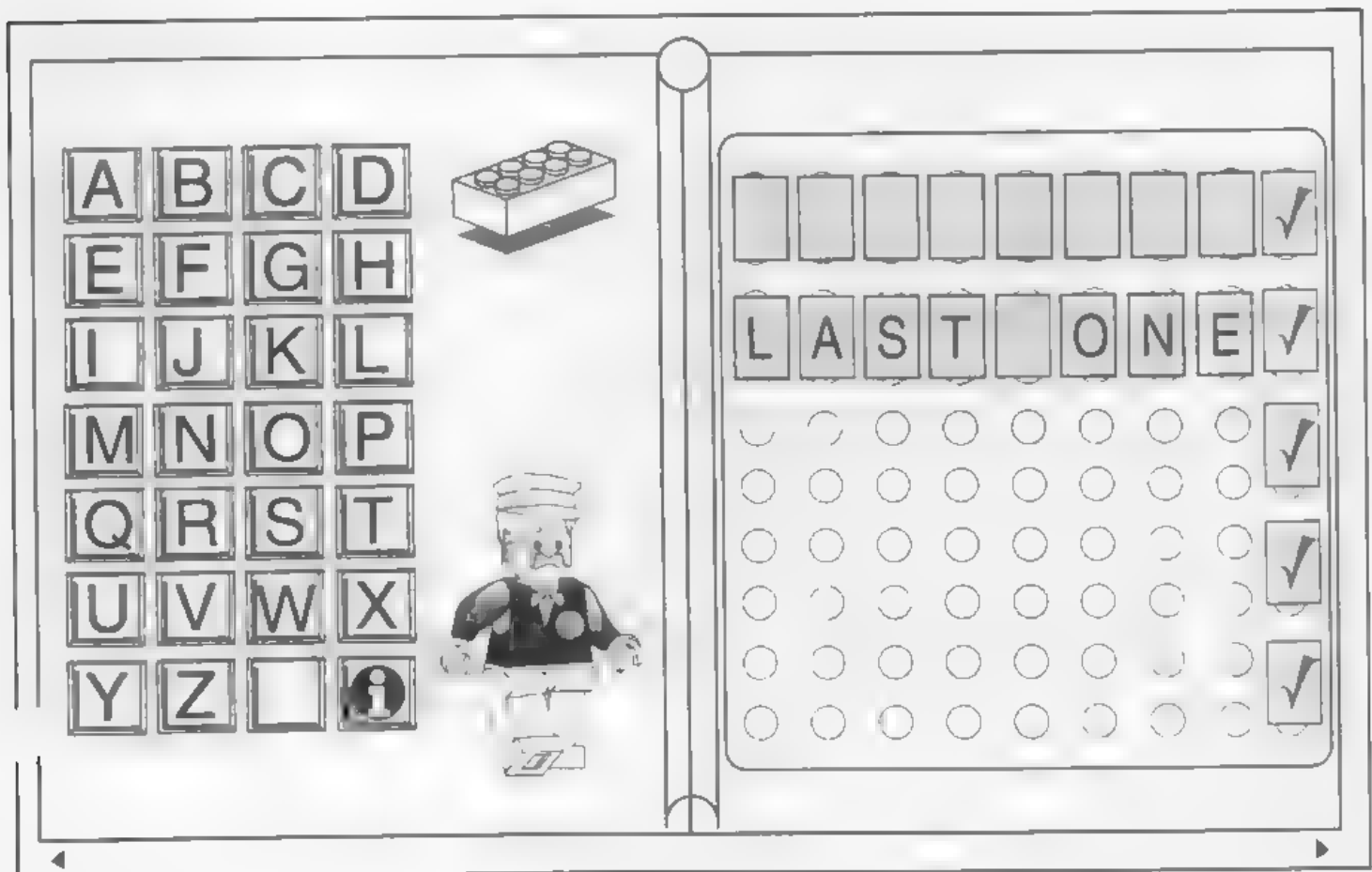
REGISTRATION BOOK

on the Information
Center Lobby

Ask.
when selected,
the book
animates with
an opening
sequence.
It opens to the
3/4 screen size.
2D GUI. The bricks
all pop in position
and the Infomaniac
magically appears...
(see script)



*Click
the letters of your name
and Click the
check mark when you're done...and you're on your way (starts to fade or shrink)
...to LEGO Island.



C. Character Bios

While at the Lobby/Main Screen, when the user clicks on one of the character icons above the Information Center map, a big screen TV drops down to cover the map area and a bio of the selected character plays on the Big Screen TV. The character bios are 15 second animations with voice overs describing the characteristics of the main players.

After the bio plays, the Big Screen TV disappears until the next character icon is selected, at which point the screen drops down again to play the newly selected bio.

D. Location Descriptions

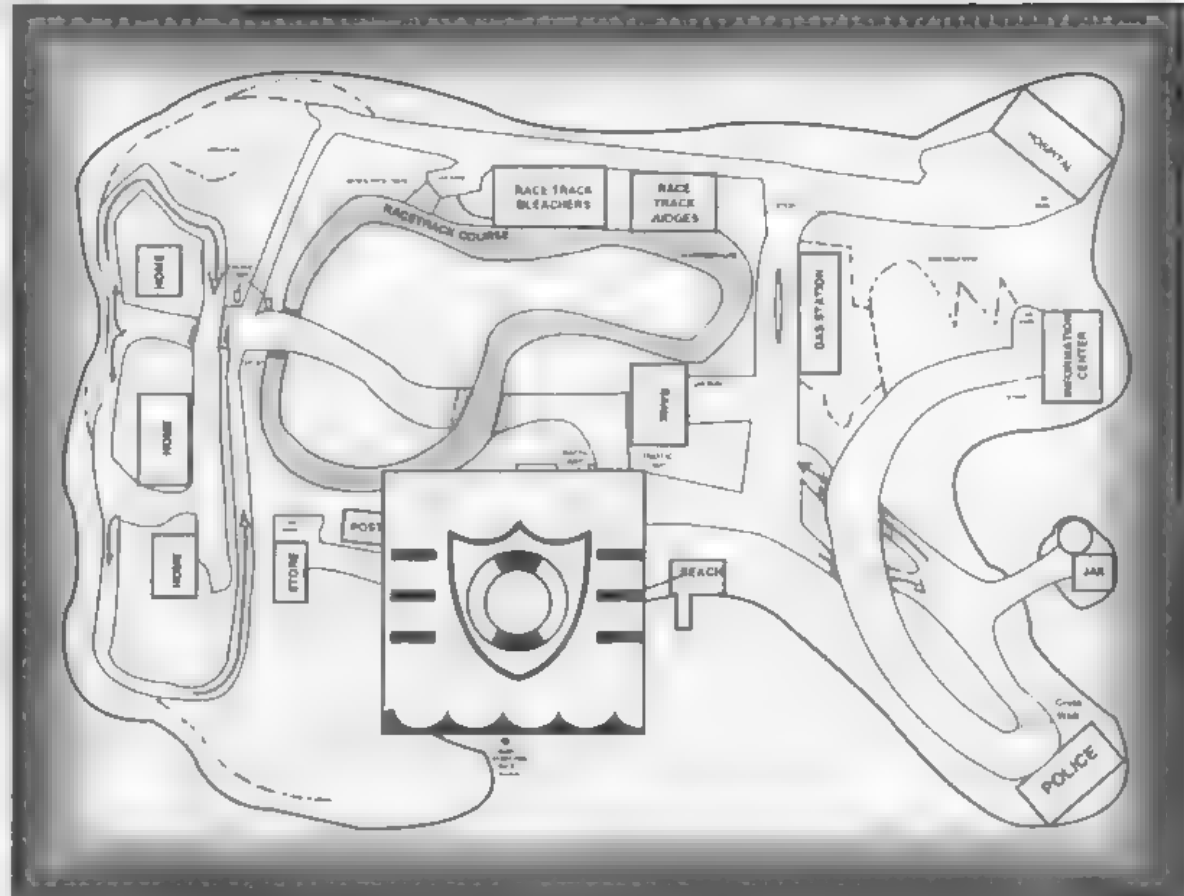
While at the Lobby/Main Screen, when the user clicks on one of the location markers on the Information Center map, the icon which represents that location pops out and an appropriate sound effect is triggered. The theme song for that location plays and a brief VO (spoken by one of the resident characters of the selected location) hints at what the user can do at that location. **(See Location Description diagram attached)**

After this description plays, the location icon disappears until the next location marker is selected, at which point the new icon will pop out and trigger the appropriate sound effect, music and VO.

INFORMATION CENTER LOBBY/MAIN SCREEN
THE MAP

When you select a location on the map with a simple click, the icon of that place selected pops out (example of BEACH is shown on the left) possible close-up of the building is displayed (plan B) and sfx is triggered:

(see Script/ INFOMANIAC)



E. How to Keep Score

While at the Lobby/Screen 4, the user can view and learn about the Cube of Fame (See screen layout for Information Center Lobby/Screen 4)

The Cube of Fame is a 3-D cube spinning in space. The user's score per event per character is shown on a 5x5 grid. The grid rows represent each of the five characters the user can play; the grid columns represent each of the five events the character may participate in. The top-most row represents Pepper's scores, the second row represents Mama Brickolini's, the third represents Papa Brickolini's, the fourth Nick Brick's and the fifth Lora Brick's. The left-most column represents the Race Track Race, the second column represents the Jetski Race, the third represents the Pizza Delivery Mission, the fourth the Tow Truck Mission, and the fifth the Ambulance Rescue Mission.

The actual scores achieved are reflected by color coded bricks which make up the grid. At the start of the game, the whole grid is grey. Once the user participates in an event, a different colored brick is placed in the appropriate grid cell: yellow bricks represent third place, a blue represents second place, and a red is first place. If the user fails to place, the brick will remain grey. For missions (in which there are no fellow competitors to determine the user's placement in the event), a time value is assigned to each of the above-mentioned bricks.

The top surface of the cube represents the user's score during Acts II and III. It is completely grey until the start of Act II. Once Act II starts, it all turns to red. Each time the Brickster deconstructs a LEGO structure, one brick changes color. The progression of colors is as follows:

- Red to start
- Turns to blue for the first deconstruction
- Turns to yellow for the second deconstruction
- Turns to grey for the third deconstruction
- Next brick turns to blue for the fourth deconstruction
- etc...

The game will end if all the bricks on the top surface of the cube reach a grey state. At that point, all of LEGO Island will have been deconstructed.

II. Exploring the Information Center

The user also has the option of exploring the rest of the features that the Information Center offers. (See **Information Center screen layouts that follow**)

The Information Center contains three floors: the Lobby (where the user enters), the Second Floor, and the Observation Deck. The contents of these floors are as follows

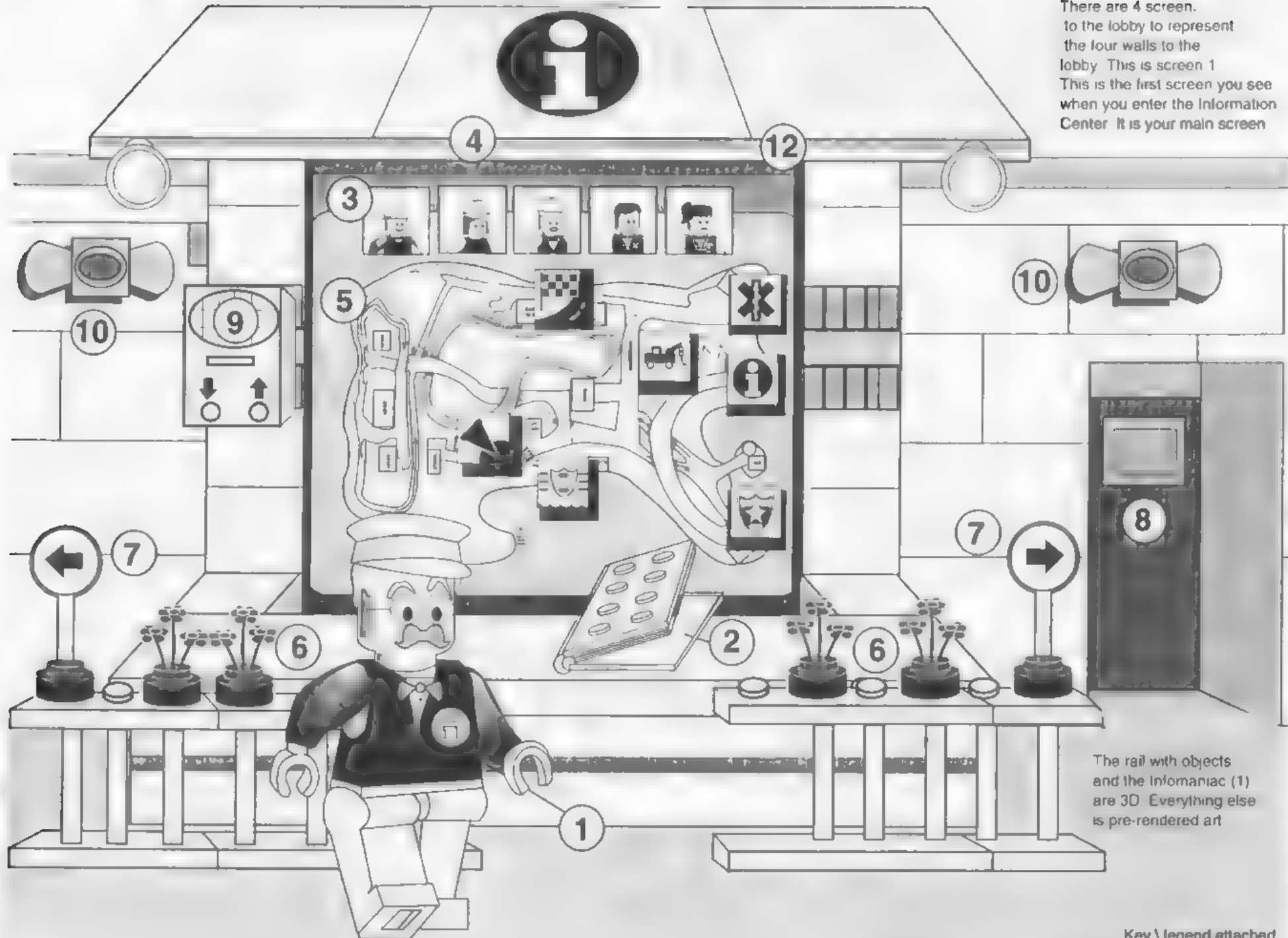
- The Lobby contains four screens which contain the various GUI activities described in section I as well as hot spots and gag animations.
- The second floor contains no screens. When the user arrives here, the elevator doors will open and a gag animation will play. The doors will then shut.
- The Observation Deck contains four screens all of which give the user a view of the island, however only two of these screens, the Main Screen and the elevator doors screen contain more functionality than the directional arrows that toggle the user between screens. Layouts of these screens are attached. The other two screens contain only the directional arrows. There are no layouts of these screens.

An elevator transports the user between floors. To board the elevator the user must click the directional arrows to move to Screen 2 (the elevator doors screen). When he clicks on the doors, an animation of the doors opening occurs and the screen cuts to the view from the Elevator Interior, facing the floor buttons and looking out the window.

When the user clicks on a button for a different floor, the horizon line, as visible through the elevator's windows, will lower or raise depending on whether the elevator is traveling up or down. The floor dial will also move to point at the floor number as the user is passing it and when the user arrives at it.

When the elevator arrives at the destination floor, the screen cuts to the view of the elevator doors. An animation of the doors opening up and disappearing off the side of the screen occurs. The first screen of the room on that floor is now accessible. (Note, since there is no screen on the second floor for the user to access, the elevator doors will close when the animation is finished, and the screen will cut to the view facing the floor buttons and looking out the window.)

There are 4 screen.
to the lobby to represent
the four walls to the
lobby This is screen 1
This is the first screen you see
when you enter the Information
Center It is your main screen



The rail with objects
and the Infomaniac (1)
are 3D Everything else
is pre-rendered art

Key \ legend attached



INFORMATION CENTER LOBBY
MAIN SCREEN \ CENTER
KEY \ LEGEND



MINDSCAPE

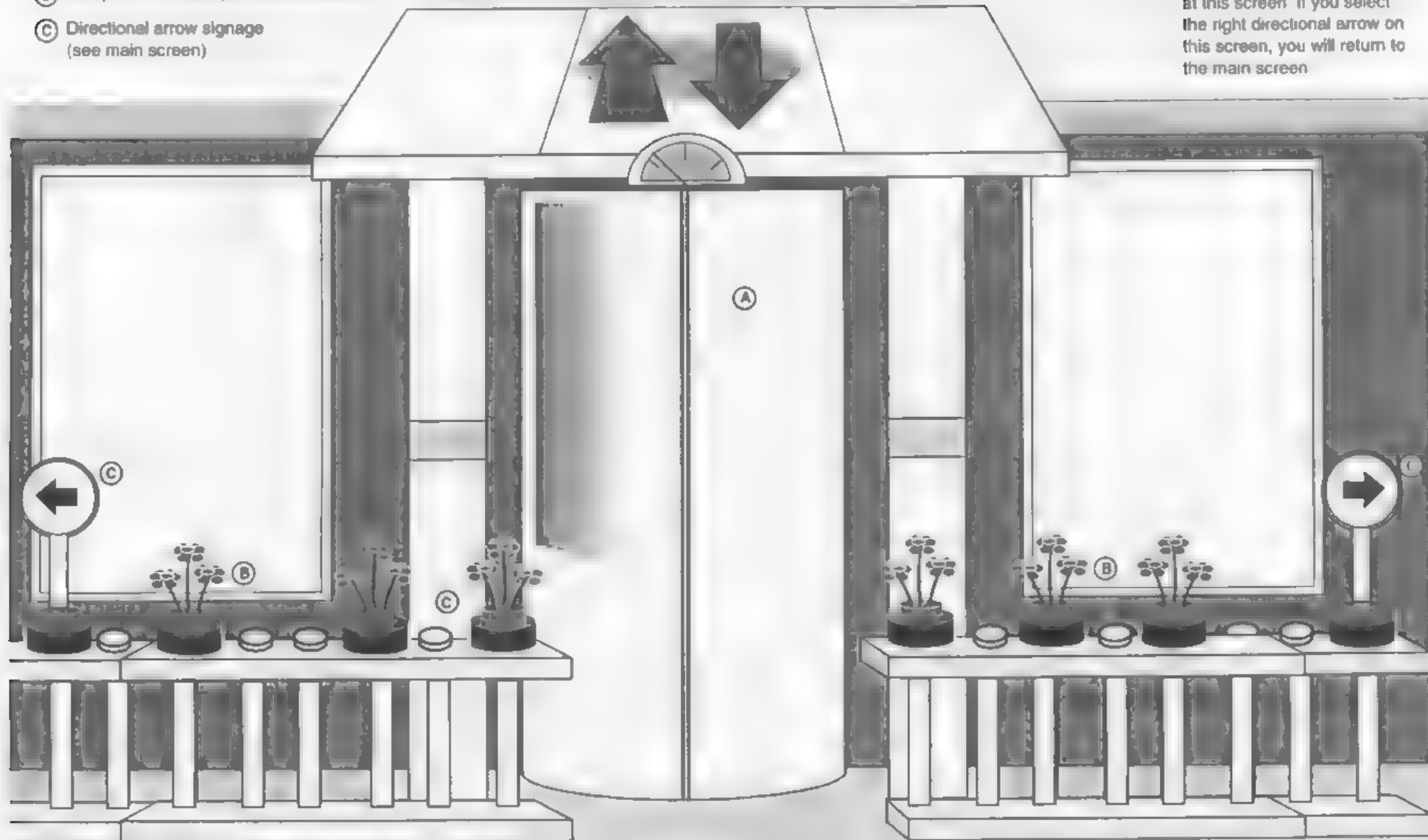
- ① **The Infomaniac:** Our host, narrator and help character (3D) His animations and monologs will guide us through hotspots and GUI's (See Infomaniac script)
- ② **The Registration book** Select book to trigger animation of book opening towards us and filling approx. 3/4 of the screen as our registration GUI. Click and drag letters to your name in position.
- ③ **The Character Bios** Select portrait of character to trigger animated bio'demo of main character selected. When selected, a big screen TV (12) drops down to cover map area (5) Click and drag to place character in a location on the Island map (4) and become that character (in a first person perspective). The Character bios are 15 sec. animations w/voice overs describing (in a suitable character specific way) the characteristics of the main players.
(see character bio sketches/ charcter bio animations)
- ④ **Your Name Here** After registering in the registration book, your name (the name entered in the book) appears here
- ⑤ **Map** Select location to trigger theme song and monolog of location selected. Select and drag character (3) to location to be transported to that location as the character selected. Note that in Act III, the map will be replaced by a picture of the helicopter. When the user clicks on the picture, he is automatically placed in the helicopter.
- ⑥ **Customize:** Select flower(s) on rail and they change. Change in object selected is character specific. Pepper: geometry, Nick: color, Papa: animation, Mama: music, Nora: attitude. If character has not been selected, geometry will change
- ⑦ **Directional signage** Select to switch screens. Animation will be triggered whereby the Infomaniac walks off screen in the direction which you selected.
- ⑧ **The Exit the program only door** Select door and you exit program. The Infomaniac has explained to you upon entering that this door will end the program only. If the user clicks it, the Infomaniac will ask him if he is sure he wants to exit and if so, does he want to save the game.
- ⑨ **Radio** Select to change theme song/background music choice. Selection toggles. Volume up and volume down knobs are selectable
- ⑩ **Speakers** When volume up is selected, an animation is triggered that has the speaker getting bigger. When lower volume is selected, an animation is triggered that makes the speaker grow smaller
- ⑫ **Big Screen TV** not a hotspot. An animation when character bio is selected will have the screen drop down in place for video (animation to be displayed on). When video is complete, screen will go back up.

INFORM ON CENTER LOBBY/ SCREEN 2

- (A) Elevator: select and door opens/screen change to interior
- (B) Hotspot/ customize (see main screen)
- (C) Directional arrow signage (see main screen)

an icon depicting 'elevator' will appear on this awning. This is a position only

when (if) you select the left directional arrow on the main screen, you arrive at this screen. If you select the right directional arrow on this screen, you will return to the main screen



INFORM, ON CENTER LOBBY/ SCREEN 3

(A) Exit door to outside. User can exit through front only if he is a LEGO character. In Act III, when the user clicks on door, he will be automatically placed in the helicopter

(B) Customize (see main screen)


(C) Direction (see main screen)

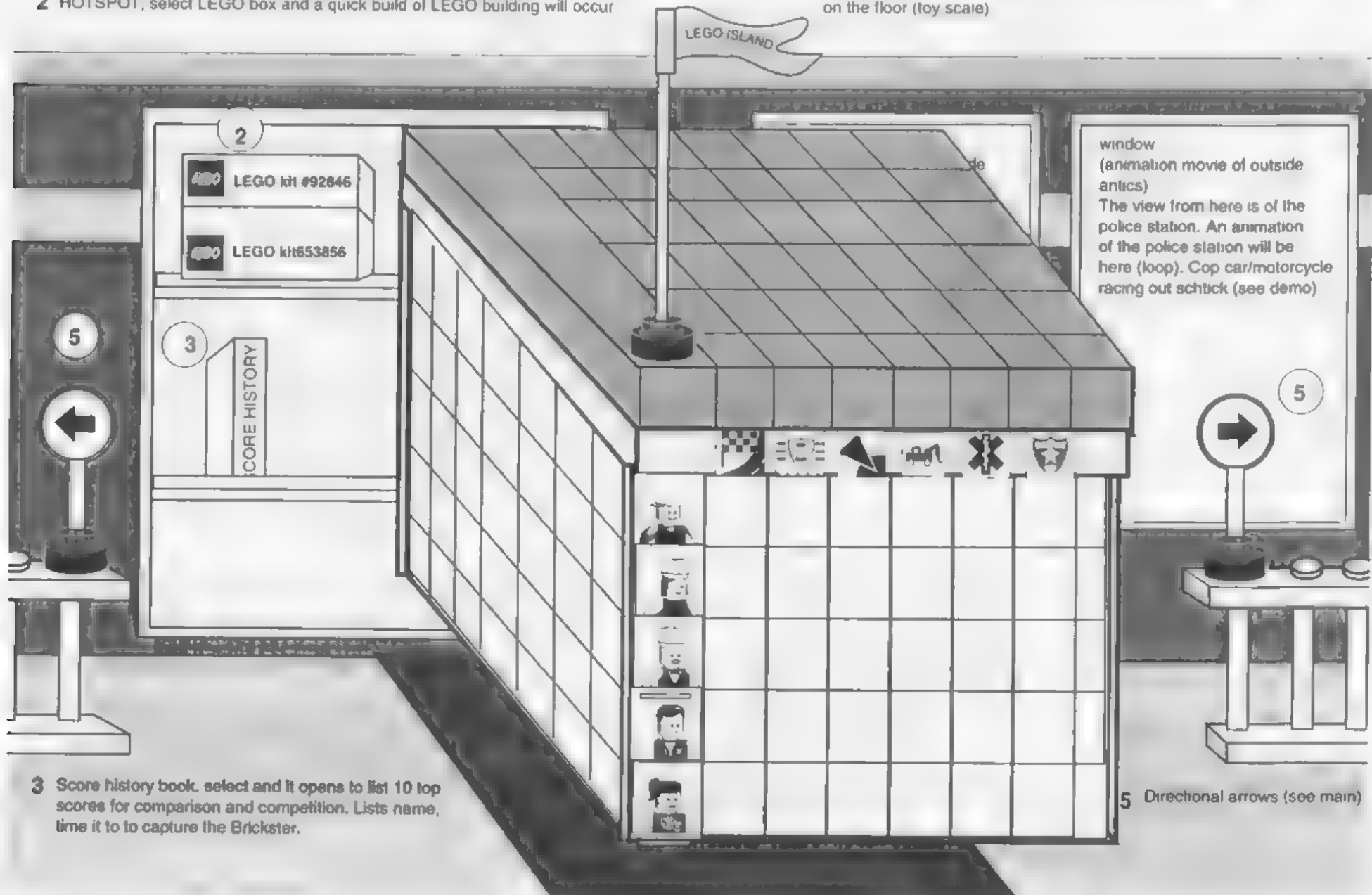
an icon depicting "door to the outside" will appear on this awning. This is a position only

when (if) you select the left directional arrow in screen 2 (elevator) you arrive at this screen. the door that takes you outside. If you select the right arrow, it will return you to screen 2



INFORM/ IN CENTER LOBBY/ THE FOURTH SCREEN

- 1A** The Cube of Fame This is a 3D cube spinning in space. Your score per event per character is displayed through a color code on this spinning cube (starts with grey bricks, once you participate in an event a yellow is third place, a blue is 2nd place and a red is first place) The 5 rows are for Pepper, Nick, Lora, Mama, and Papa on the y scale and event (race track, jetski, pizza mission, garage mission, hospital mission) on the x. The top surface is the score for the town starts at ACT II grey until act II starts and then all top level (Island) bricks are red. Each time the brickster deconstructs one brick goes to blue to yellow to grey, etc
- 2** HOTSPOT, select LEGO box and a quick build of LEGO building will occur  on the floor (toy scale)

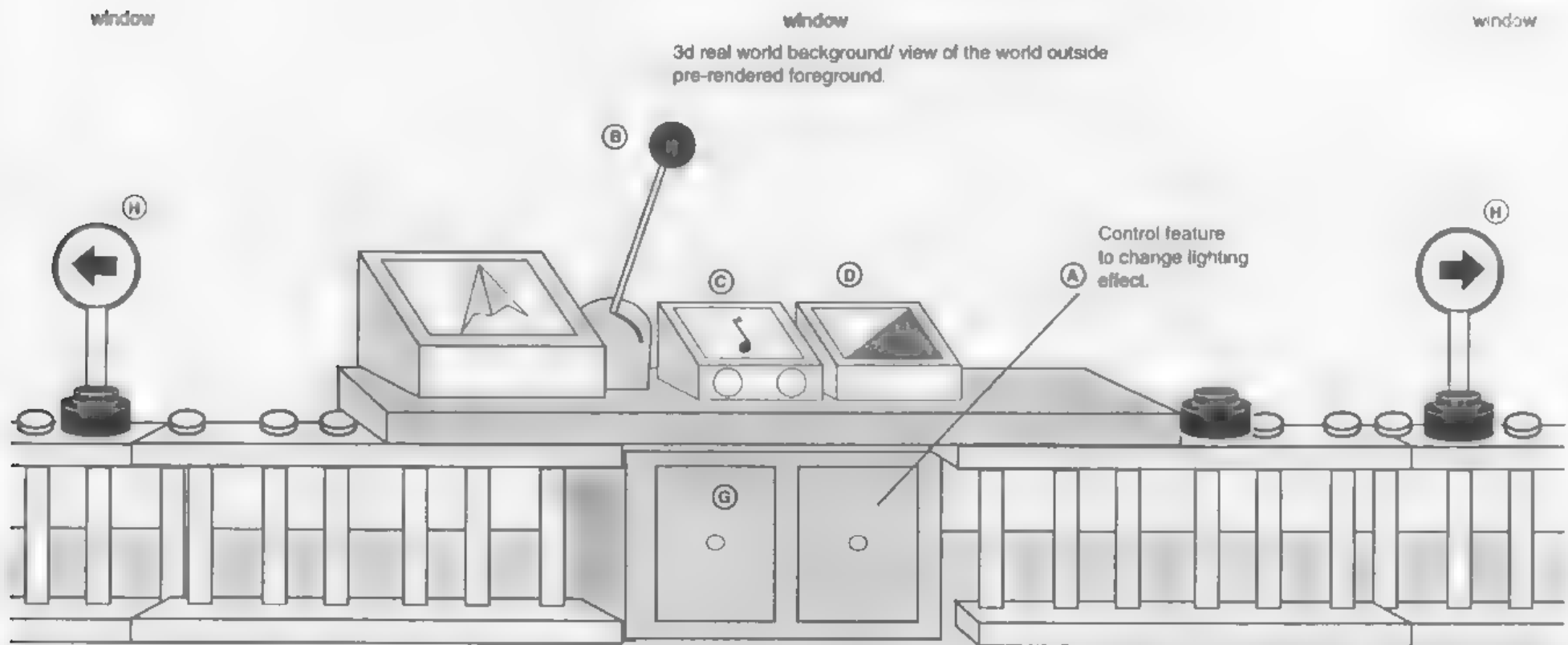


INFORM/ IN CENTER OBSERVATION DECK/ main screen

- (A) HOTSPOT Select cabinet to reveal feature that changes the lighting of the outside, real-time world
- (B) HOTSPOT paper plane launcher select and watch

- (C) HOTSPOT Change music/radio and volume
- (D) HOTSPOT Change color of sky palette
- (G) HOTSPOT: cabinets; select and they open up and reveal a gag animation then closes.
- (H) Directional arrows: select to change screen

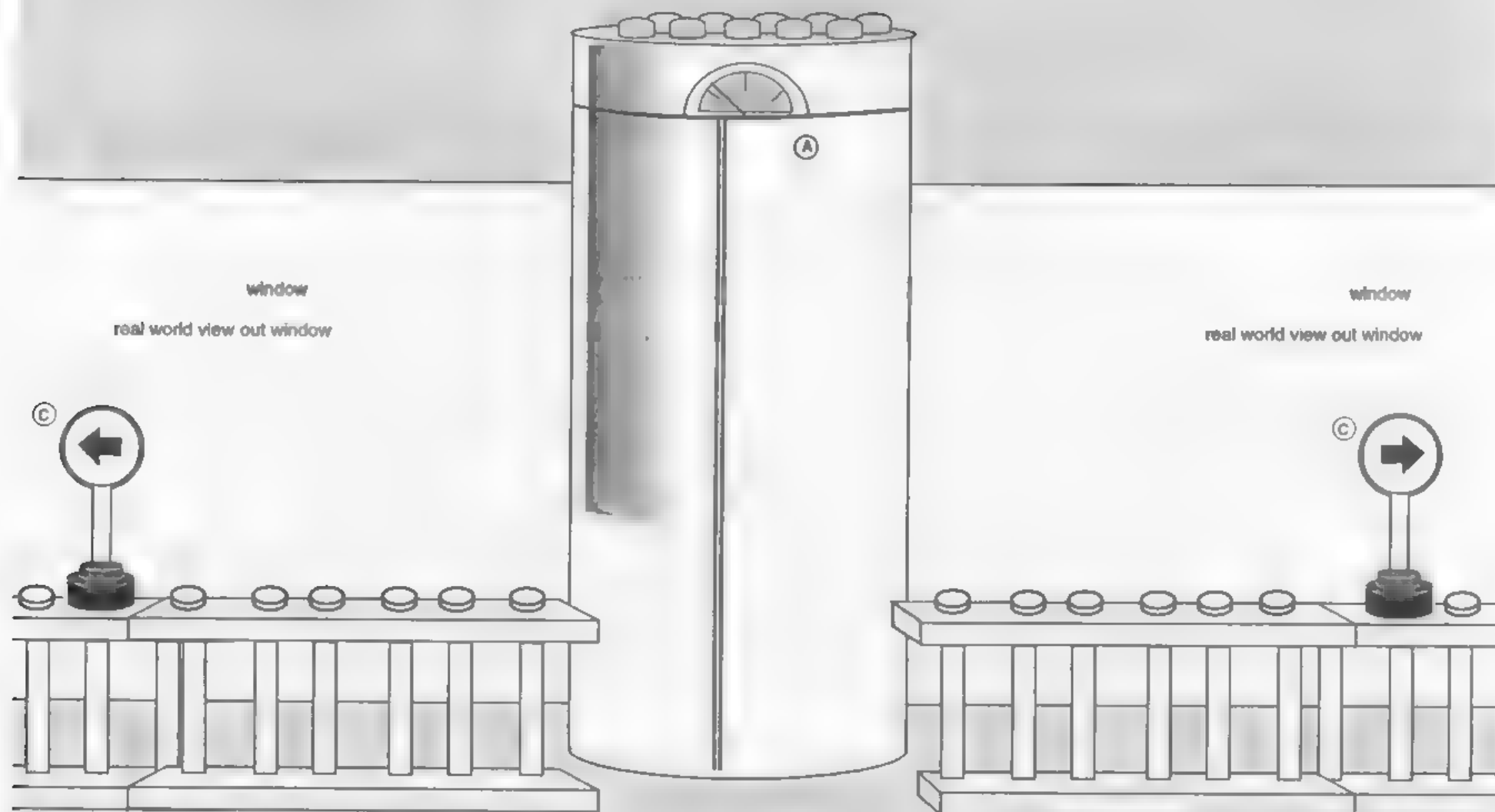
There are four screens on this floor select direction arrows to change screen



INFORM, ON CENTER OBSERVATION DECK/ 2nd screen

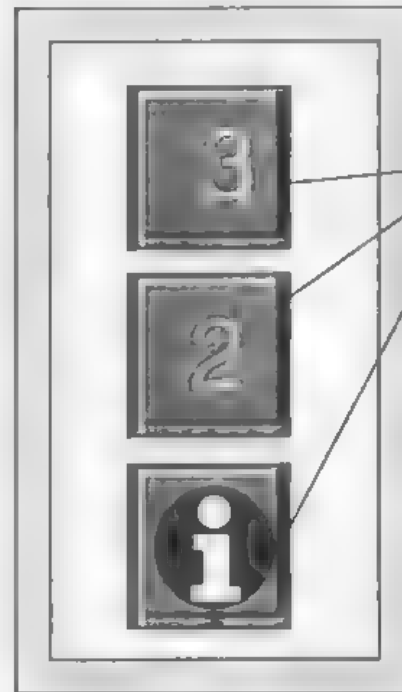
(A) Elevator select and door opens/screen change

(C) Directional arrows select to change screen



INFORMATION CENTER ELEVATOR

Window with animation of horizon line dropping (or raising).



HOTSPOT. Buttons for floor. door opens up at each floor after travel animation

III. Begin Exploring the Island

The best way to find out what LEGO Island has to offer is to venture outside to the rest of the island. To do this, the user must be at the Lobby/Main Screen where the LEGO Island map is located. By clicking and dragging a character avatar onto one of the seven location icons shown on the map, the user will become that character and be automatically transported to the specified location.

If the user clicks on a character avatar and drags it onto the Information Center icon on the map, he will remain at this screen, however he will be playing the part of the character he has chosen. At this point he can exit the Information Center through a doorway located in the Lobby, Screen 3. If the user attempts to exit through these doors before he has chosen a character, the Infomaniac will explain to him that a character must be chosen before he can explore the rest of the island.

The attached map shows an overhead view of the island. (Note: this is not the map found in the Information Center) Featured on the map are the orientation of the Information Center and all the major and minor locations, the site of each Mission, Race and Build GUI, and the roads and bike paths that connect all of these places. Note that the user can walk or drive a vehicle on any of the roads, however he can only traverse the bike paths by walking, skateboarding, or riding the bike.



Locations

Locations are specific places on LEGO Island where the user can go to participate in various activities. They are usually LEGO buildings, however in some cases (e.g., the Race Track, the Beach, and the Cave), they are simply areas that have been designated for certain organized activities.

For the purposes of this document, there are two types of locations: major and minor. Major locations are distinguished from minor locations in several ways:

- While both major and minor locations contain hotspots and triggered animations for the user to click on, major locations also contain at least one of the following.
 - GUI activity
 - Vehicle race
 - Mission threshold (point at which a mission is proposed).
- Most major locations contain access to at least one interior space. These spaces consist of 1-4 screens (or walls) that the user can toggle between using left and right directional arrows.
- Most major locations have a resident LEGO character who welcomes the user upon entry, explains the general purpose of that particular location, performs entertaining animation sequences, and bids him farewell upon exiting.

Further explanation of major and minor locations is provided below.

I. Major Locations

Major locations can be accessed in either of two ways.

- In the Information Center Lobby, major locations are shown as icons on the map of the island. If the user drags a character avatar onto a location icon, he automatically is transported to that location and become that character.
- Otherwise, a user can access major locations like any other place on LEGO Island by walking or driving.

A. Gas Station

Upon entering the Gas Station, the user is introduced to Nubby Stevens and Nancy Nubbins, the two mechanics who work there. The mechanics welcome the user to the Gas Station, tell him where to build a dune buggy, invite the user go on the Tow Truck Rescue Mission, and then busily go about their business.

There are three options available to the user while in the Gas Station:

- Go into the Dune Buggy Build GUI room to build a dune buggy
- Accept the Tow Truck Rescue Mission
- Explore the various hotspots and animations around the room

The Gas Station contains three screens:

1. Main Screen

At the Main Screen, the user can customize objects, click on hotspots to trigger various animations, return to the Information Center Lobby, enter the Dune Buggy Build GUI room, or accept the Tow Truck Rescue Mission. **(see screen layouts that follow)**

2. Build GUI Screen

At the Dune Buggy Build GUI Screen, the user can build a dune buggy **(see Act 1: Build GUI's for further details on the Dune Buggy Build GUI)**

3. Screen 3

At Screen 3, the user can customize objects or exit to the outside by clicking on the exit doors. **(see screen layouts that follow)**

GAS STATION \ MAIN SCREE CENTER

There are 3 screens
to the gas station
1) the main center when
you enter (th-s one)
2 The Build GUI (door)
3 the entrance and exit
in addition there is the exterior
for pumping gas(animation)



Key \ legend attached



GAS STATION MAIN SCREEN \ CENTER KEY \ LEGEND

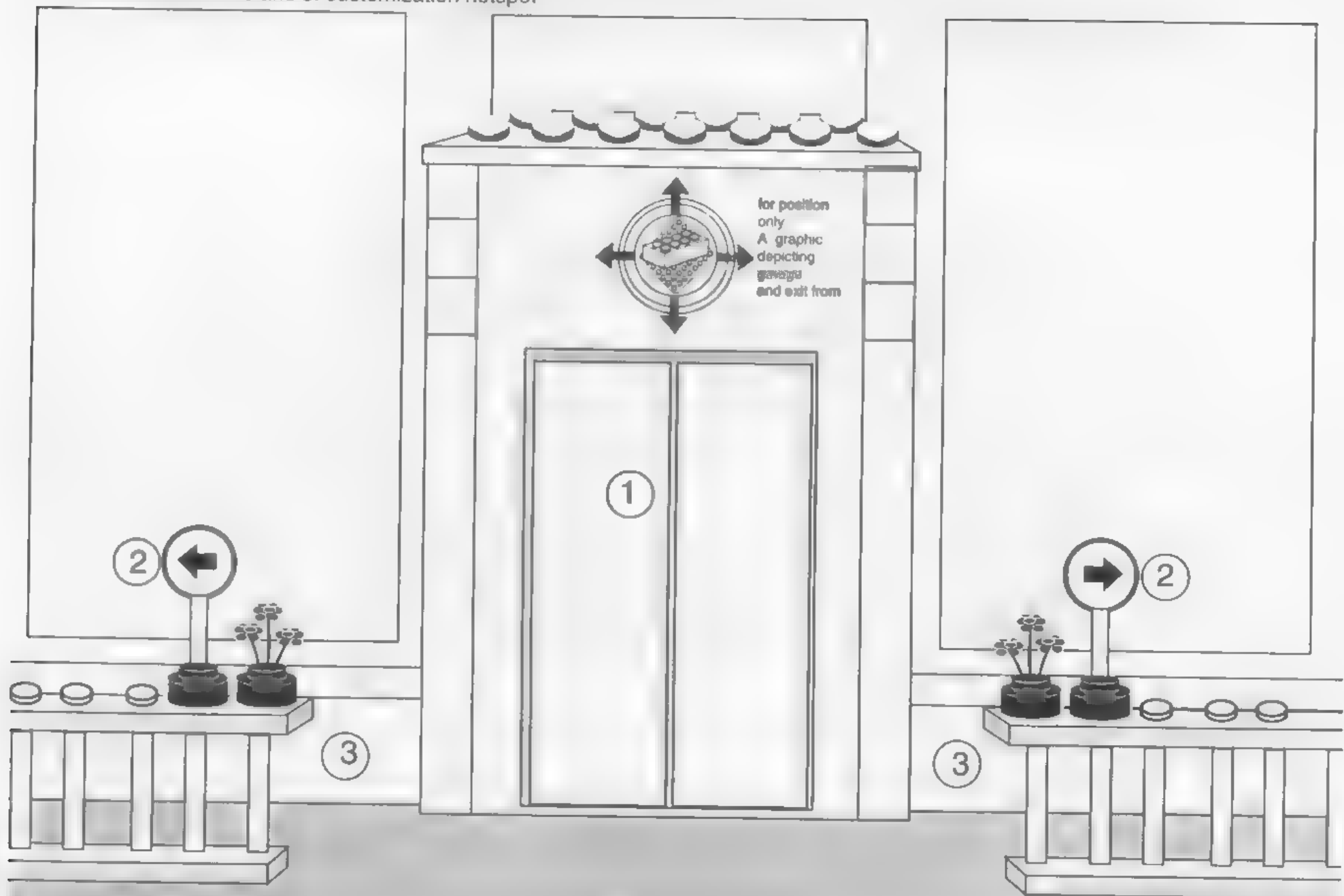


- ① **Nubby Stevens and Nancy Nubbins**: the mechanics of the garage
They welcome you, some minor "car talk" and invite you to build a car or use the tow truck for an emergency situation (gas scripts /interior) A mission is also triggered here You accept the mission by (see mission scripts)
- ② **L.E.D/ emergency map** Display map reporting where there is an accident for the tow truck pick up. 2A is the voice over speaker.
You accept the mission by clicking on the spot where the emergency is and the mission begins When the mission is accepted, the clock (10) speeds up
- ③ **The door to the build GUI /workspace**: Select the door to trigger animation of mechanic telling you about the build. One of them walks to the door as it opens the screen changes to the GUI screen (attached)
- ④ **Tool Rack** HOTSPOT Select a tool and it triggers a sound (x-ala Ernie Kovacs
The sounds (drill, oil can, hammer, etc.) beat to the rhythm of the theme song
- ⑤ **Radio** Select to change theme song/background music choice click for each change (some interspersed car ad parodies
Selection toggles. Volume up and volume down knobs are selectable.
5A
Speakers When volume up is selected, an animation is triggered that has the speaker getting bigger. When lower volume is selected, an animation is triggered that makes the speaker grow smaller
- ⑥ **Calendar**: hotspot select pages and a new page appears with funny gas station- like calendar graphics. The month appears on each page. 12 pages
- ⑦ **Information Center** Select to return to the Information Center
- ⑧ **Directional arrows**: Select to move left or right (enter, exit door screen 3)
- ⑨ **Customize**. Select to customize (character specific)

GAS . . ATION \ SCREEN 3: THE DOOR TO THE OUTSIDE.

1: Select the door and it opens/switch to outside.

2: Directional arrows and 3: customization hotspot



B. Police Station

Upon entering the Police Station, the user is introduced to Captain C.D. Rom, the officer in charge. Captain Rom points out where to go to build the helicopter and then busily goes about his business.

There are two options available to the user while in the Police Station:

- Go into the Helicopter Build GUI room to build a helicopter
- Explore the various hotspots and animations around the room

The Police Station contains three screens.

1. Main Screen

At the Main Screen, the user can customize objects, click on hotspots to trigger various animations, return to the Information Center Lobby, or enter the Helicopter Build GUI room. **(see screen layouts that follow)**

2. Build GUI Screen

At the Helicopter Build GUI Screen, the user can build a helicopter **(see *Act 1: Build GUI's* for further details on the Helicopter Build GUI)**

3. Screen 3

At Screen 3, the user can customize objects, click on hotspots to trigger various animations, or exit to the outside by clicking on the exit doors **(see screen layouts that follow)**

POLICE STATION \ MAIN SCREEN \ CENTER

There are 3 screens
to the Police station
1) This one
2 The Build GUI (door)
3 the entrance to the outside



Key \ legend attached



POLICE STATION CENTER SCREEN 1

MAIN SCREEN \ CENTER

KEY \ LEGEND



- ① **Captain D. (C.D.) Rom** : Police chief greets you in an abrupt manner: "Snap to it. ...at ease...if you looking for the helicopter and who isn't .it's through those doors. (points to door that highlights) He continues with police work comments and excuses himself off screen.
- ② **Doors to the helicopter build GUI** : Plan A would call for an opening of the doors and a 3D maze of corridors to the build GUI
Plan B select door and screen cuts to build GUI Both plans call for Bill Ding
- ③ **Donut/coffee hotspot**:Select and a keystone cop like feeding frenzy animation is triggered
- ④ **RADIO**:Select to change music/volume with 4A speaker animation (same as info center)
- ⑤ **Wanted posters**:Select and pages change. Plan A: possible credits
Plan B Brickster info
- ⑥ **Directional arrows**
- ⑦ **Customization**
- ⑧ **Door hotspot**: select to trigger animation. Plan A: Keystone cop like scene of cops running out.
Plan B: SFX: "can't come in"
- ⑨ **hotspot**: select to start siren and possible animation of cops racing out door
- ⑩ **Select and return to Information Center**

Siren: select and siren sounds. C.D. and misc. characters come running in and keystone cop like schtick occurs



C. Race Track

The Race Track is mostly an exterior location with one interior screen, the Race Car Build GUI screen. If the user is transported here by selecting the Race Track from the map in the Information Center Lobby, he will be transported to the Pit Stop area, standing in front of the Race Car Build GUI sign. If the user enters the Race Track through the entry gate, he will be between the bleachers and the starting line

In either case, there are three areas of exploration and activity accessible to the user at the Race Track:

1. Bleachers

The user can watch the ambient animations of spectators sitting in the stands (see screen layouts that follow)

2. Pit Stop Area/Build GUI

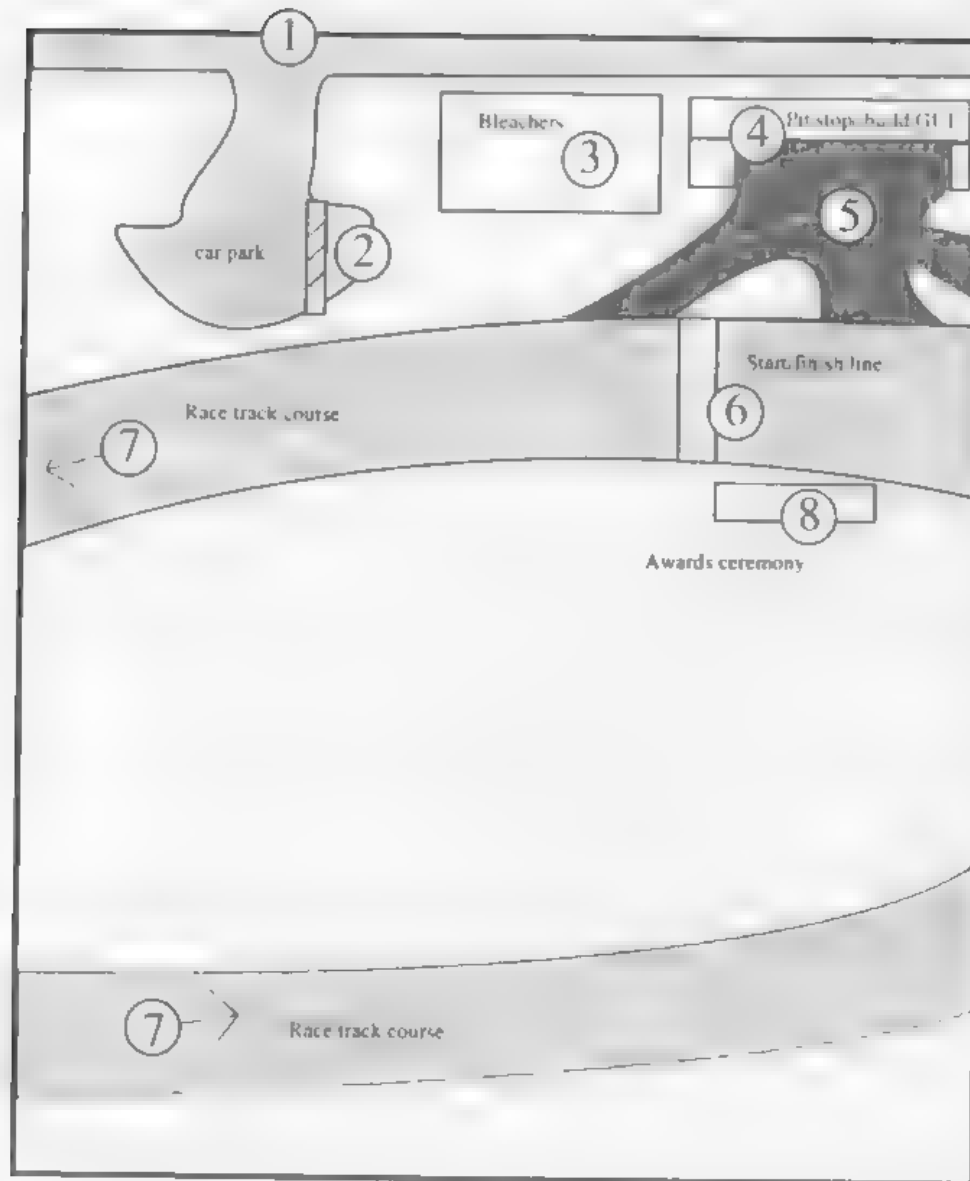
At the Race Car Build GUI screen, the user can build a race car that will allow him to compete in the race. (see *Act 1: Build GUI's* for further details on the Race Car Build GUI)

3. Race Track

After building the Race Car, the user has the option of competing in a race or continuing on through the game. If the race option is chosen, the user will encounter obstacles and foreground animations that are triggered when he drives over nodes that are strategically placed at various points on the track. (see location diagram that follows. Also, see *Act I: Races* for further details on the Race Track race.)



THE RACE TRACK



- ① There is only one road that leads to the race track. You can walk there, bike there, drive there but there's really only one entrance
- ② You exit your vehicle and a gate blocks your entrance to the bleachers and the path to the pit stop. You select the gate and it rises. The selection triggers the revving up of Studz Linkin's champion Formula One car visible at the starting line. An animation of Infomaniac is started. He tells you about the race and the building of your own car. An announcement over the P.A. system is heard over the restlessness of the spectators in the stands. "Ladies and Gentlemen, start your engines please." The crowd roars.
- ③ The stand is alive with spectators. You cannot go into the stands, however you can hear and see the spectators in various states of animation.
- ④ If you walk over to (or if selected from the Information Center: sent to) the front of the build GUI sign. You select it and the build GUI screen comes up. If you are having trouble building the vehicle, Bill Ding will appear in order to help you.
- ⑤ If you build your own car (see Build GUI) you find yourself, after you've finished, at the front of the pit stop with the opportunity of selecting your newly built car. If you select it: an animation of a crew character with two flags approaches. He says: "Go this way for a practice run and this way for a race".
- ⑥ Navigation: real time w/mouse controls (see GUI vehicle controls)
- ⑦ During the race, there are ambient animations to be seen. It is like "Mr. Toad's Wild Ride", a miniature golf like steeple chase with obstacles and wacky scenes. It uses cartoon physics to determine how the various elements interact with each other.
- ⑧ Winner circle: if you win and/or after the race there is an animation of the awards ceremony. The winner's name appears on the big screen and the winner is presented with a trophy during the thunderous applause. A red brick for 1st place, blue for second, and yellow for third. Your score brick will remain grey if you didn't place.

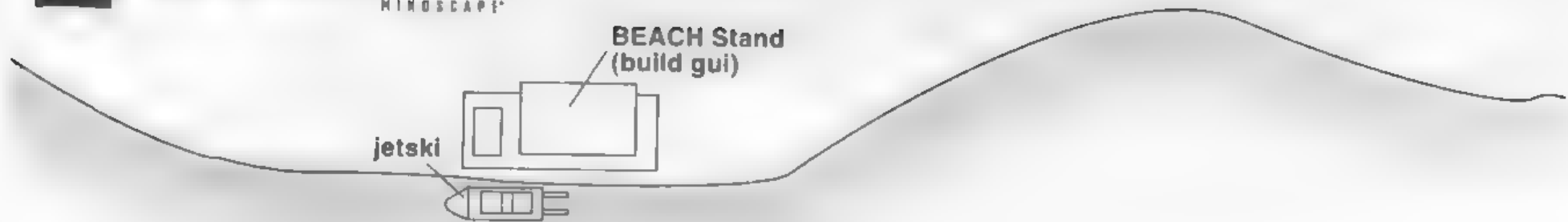
D. Beach

The Beach, like the Race Track, is mostly an exterior location with one interior screen, the Jetski Build GUI screen. If the user is transported here by selecting the Beach from the map in the Information Center Lobby, he will be transported to the area near the Lifeguard Station. At this point, the user is introduced to Snap Lockitt, the lifeguard on duty, who enthusiastically describes all there is to do at the Beach. If the user clicks on the Jetski Build GUI sign, he will be automatically transported to the Jetski Build GUI room.

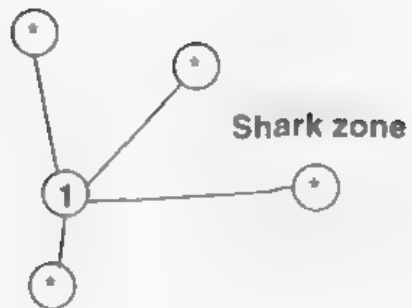
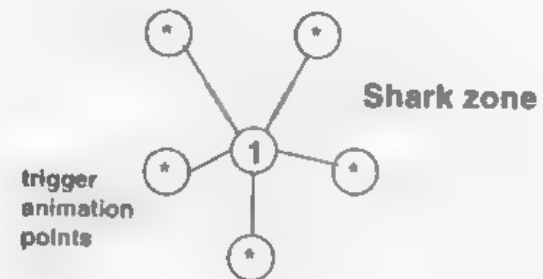
After building the Jetski, the user has the option of freestyling on his jetski, competing in a race around the island or continuing on through the game. If the race option is chosen, the user will encounter obstacles, and foreground animations that are triggered when the user drives over nodes strategically placed at various points in the water. (see location diagram that follows. Also, see *Act I: Races* for further details on the Jetski race.)



THE BEACH



Free style area



Race Start zone (race course next page)

Follow buoys/race: to complete the course, follow the buoys around the perimeter of the island



E. Pizzeria

The Pizzeria is an exterior location that, unlike other major locations, contains no interior screens. There are three options available to the user at the Pizzeria.

- Watch the resident characters perform various entertaining animation sequences
- Make musical selections on the jukebox (See **jukebox diagram attached**)
- Begin a Pizza Delivery Mission (See *Act I: Missions* for further details on the **Pizza Delivery Mission**)

Note that since Mama, Papa and Pepper are resident characters of the Pizzeria, they can never appear at the Pizzeria while the user is playing their character parts



PIZZERIA



The Pizzeria is considered (by most) to be an exterior location (see model). Animations of the central characters (indigenous to the pizzeria) take place here. Papa spins a pizza near oven and dances, Mama sings and plays the piano, Pepper skateboards about. (there are several variations of this as you may choose to be one of the characters mentioned above. A trigger node for your mission of the pizza delivery takes place once you cross the threshold (see missions).

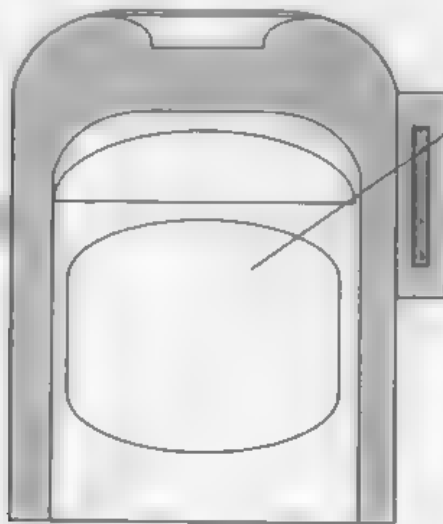
Present in exterior: Information center icon (to return), the oven, the keyboard, counter top, chairs table (in front).

There is one additional major hotspot/GUI: THE JUKE BOX

Plan A: insert coin

Plan B: just select

PLAN A and B: selection screen will appear for user interface of selecting desired song...



select tune (like in juke box) by viewing song graphic

A) turn left/turn right: will replace present art with next or previously viewed selection.

B) select to play tune. (animation of C.D. dropping in to play)

C) volume up/ volume down



F. Hospital

The Hospital is an interior location with two screens, the Main Screen and the exit door screen. While at the Hospital, the user is introduced to Dr. Clickitt and a pair of orderlies who welcome the user, propose that the user go on the Ambulance Rescue Mission, and perform several keystone cop-like animations.

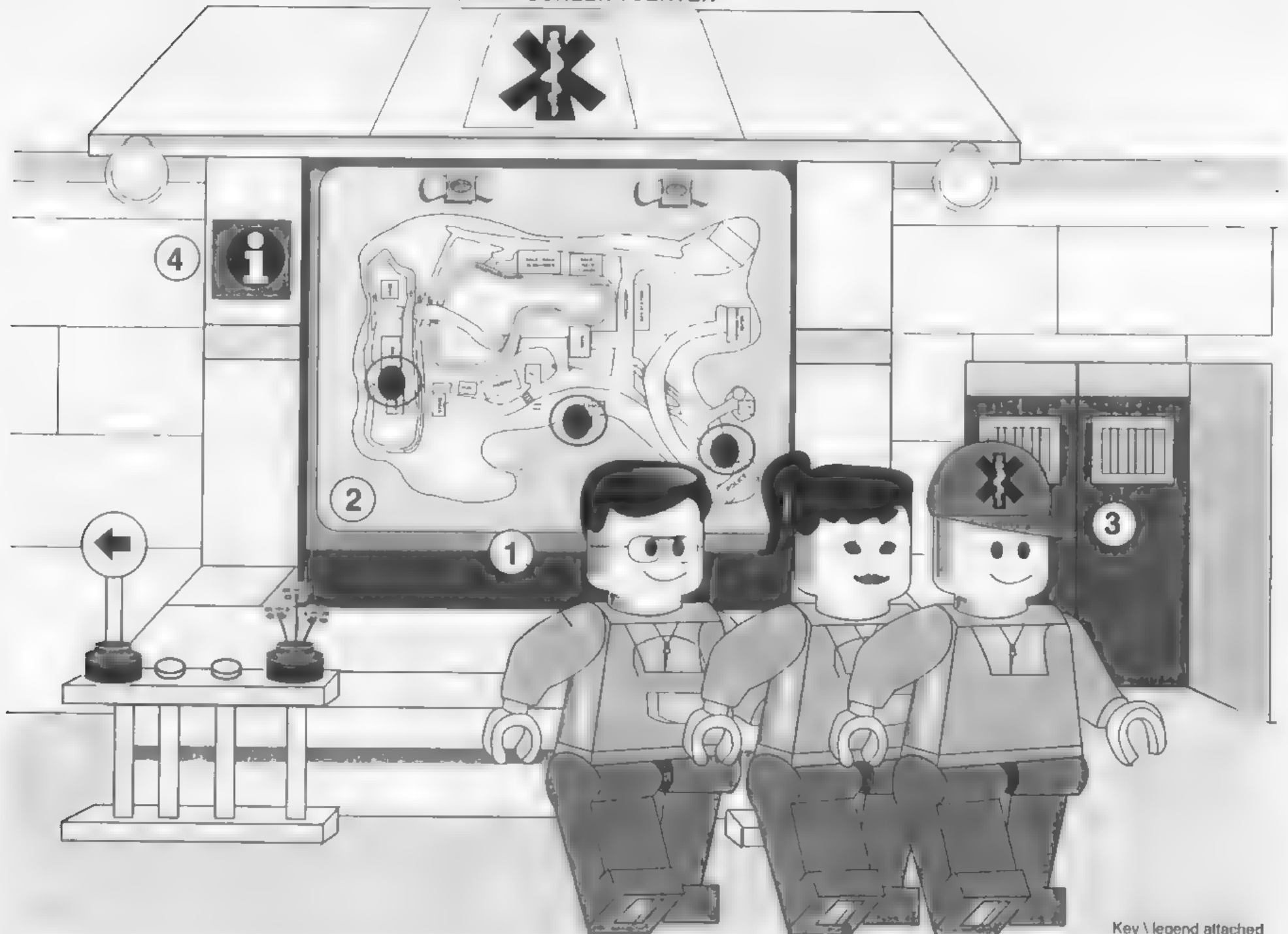
1. Main Screen

At this screen, the user has the option of watching animations of various resident characters, clicking on hotspots to trigger animations, or accepting the Ambulance Rescue Mission. (see screen layout that follows)

2. Screen 2

At this screen, the user can customize objects or exit to the outside by clicking on the exit door. (see screen layout that follows)

HOSPITAL \ MAIN SCREEN \ CENTER



Key \ legend attached



THE HOSPITAL
MAIN SCREEN \ CENTER
KEY \ LEGEND



- ① **Dr. Clickitt (Jimminy) and the two orderlies: Enter and Return**
greet you when you enter. An animation of comedic proportions occur.

Mission:

The map lights blink on and off. An V O (over the map speakers)
announces that an accident has occurred. You are asked to help out.
You are instructed to board the ambulance.

- ④ **Return to the Information Center**

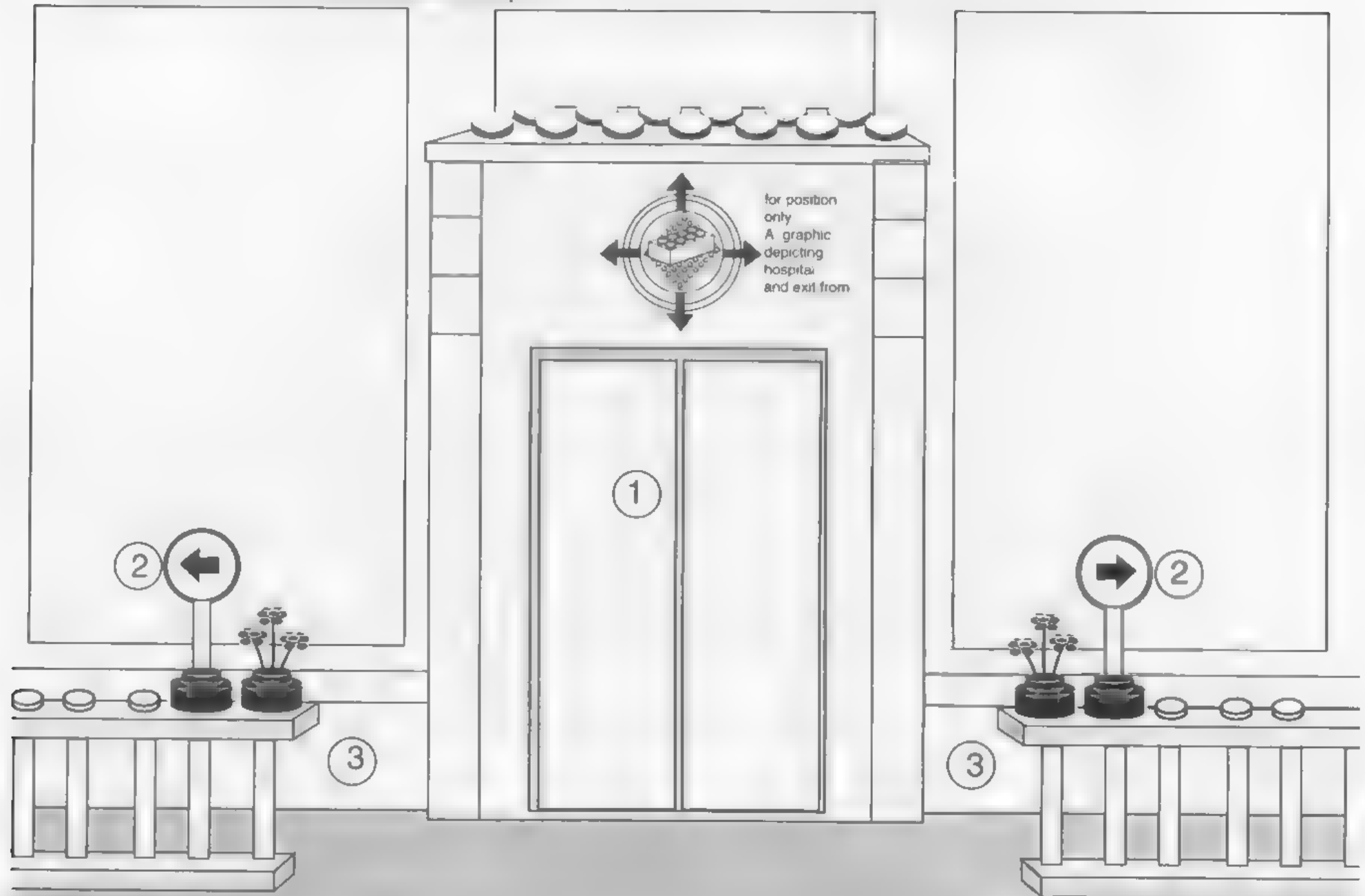
- ② **Map Select** light of accident scene and your mission/race
begins

- ③ **HOTSPOT: Select** to trigger animation. series of three
1) sb: "we're in surgery. Plastic surgery. can't come in now"
2) orderlies dash out, trip over each other and dash back in.
3) other

HOSPITAL Screen 2: THE DOOR TO THE OUTSIDE.

1: Select the door and it opens/switch to outside.

2: Directional arrows and 3: customization hotspot



II. Minor Locations

Minor locations are all exteriors that contain hotspots, triggered animations, and in some cases are customizable. One of these minor locations, the Jail, also serves as the destination for Pepper's Pizza Delivery Mission.

Each minor location is outlined below; more detailed layouts will follow soon:

A. Cave

1. **Secret Door** (see screen layout attached)
2. **Treasure Chest** (see screen layout attached)
3. **Foreground animations** (see screen layout attached)

B. Jail

1. **Destination for Pepper's Pizza Delivery Mission** (see Act I: Missions for further details on the Pizza Delivery Mission)
2. **Foreground animations**

C. Residential Area

1. **Customize** (See Act I: Customization for further details on customizing buildings)

D. Post Office

1. **Customize**

E. Bank

1. **Customize**

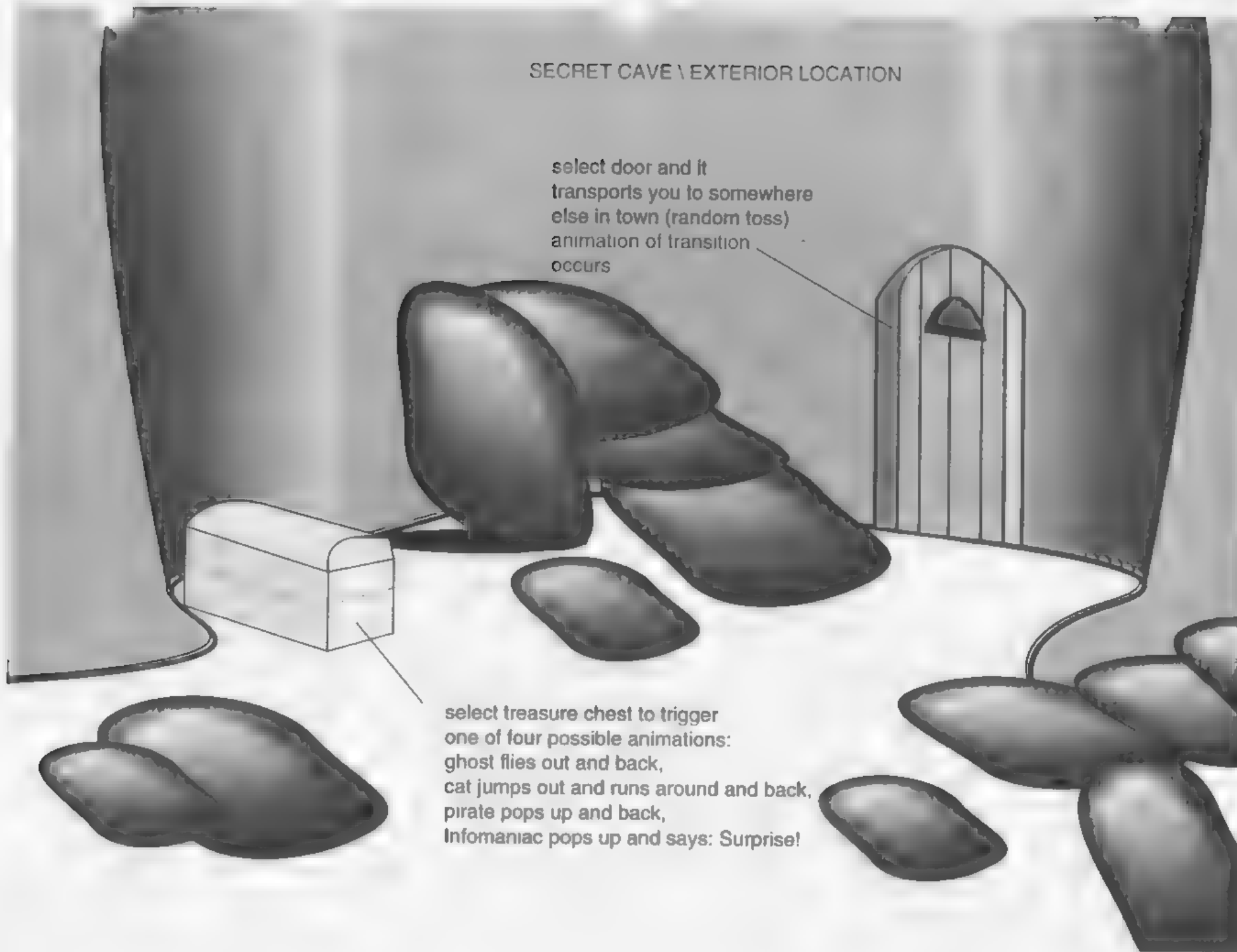
F. Store

1. **Customize**

SECRET CAVE \ EXTERIOR LOCATION

select door and it
transports you to somewhere
else in town (random toss)
animation of transition
occurs

select treasure chest to trigger
one of four possible animations:
ghost flies out and back,
cat jumps out and runs around and back,
pirate pops up and back,
Infomaniac pops up and says: Surprise!



Act I

In addition to exploring the various locations on the island, while in Act I, the user can engage in various activities as outlined below.

I. Vehicle Operation

In either Passive or Active Navigation mode, the user can control various vehicles on LEGO Island. Vehicles are used to assist the user in exploring the island, competing in races, participating in missions, and eventually capturing the Brickster.

The vehicles available to the user are either already made, in which case they are found at various locations around the island, or they need to be built, in which case the user builds them at designated Build GUI sites. The vehicles that are already made are a skateboard, bicycle, motorcycle, tow truck, and ambulance. Vehicles constructed at the Build GUI sites are a jetski, race car, helicopter and dune buggy.

To board a vehicle, the user must click anywhere on the vehicle. The screen cuts to a view from the vehicle's cockpit. The vehicle is started (indicated by an appropriate sound effect) and ready to be driven. Each vehicle has an attached electronic map (except the skateboard) that helps the user navigate his way around the island.

A. Choices

There are nine different vehicles located throughout LEGO Island and are accessible to the user in three different ways:

1. When the user exits the Information Center, there are two vehicles immediately visible and accessible:
 - Bike
 - Motorcycle
2. At each of the three mission origin locations, Hospital, Garage and Pizzeria, there is a vehicle that the user can access. Respectively, those vehicles are as follows:
 - Ambulance (Hospital)
 - Tow Truck (Garage)
 - Skateboard (Pizzeria)

Note that each vehicle is necessary for completing a mission, however the user may also use it for non-mission purposes.

ACT I: VEHICLE OPERATION

- 3 At each of the four Build GUI locations, the Garage, Police Station, Beach, and Race Track, the user can build and customize a vehicle and can then drive it. Respectively, those four vehicles are as follows:
- Dune Buggy
 - Helicopter
 - Jetski
 - Race Car

With the exception of the Jetski and Race Car, which can only be used for the Jetski and Race Track race respectively, the user can access vehicles at any point during Act I. Additionally, at any time while in a vehicle, the user can disembark by clicking on one of his claws (hands).

B. Preferences

While in active navigation mode, each of the main characters drives the vehicles with varying degrees of expertise. If a character is driving a vehicle that he/she is not good at, the user will experience the effect of the vehicle not responding to mouse control movements as crisply as if it were a vehicle the character was good at driving.

The following is a hierarchical listing of the each character's vehicle preference from highest to lowest:

Pepper	Mama	Papa	Nick	Lora
Skateboard	Bicycle	Jetski	Motorcycle	Race Car
Bicycle	Jetski	Race Car	Ambulance	Motorcycle
Jetski	Race Car	Dune Buggy	Tow Truck	Ambulance
Motorcycle	Dune Buggy	Bicycle	Race Car	Tow Truck
Dune Buggy	Tow Truck	Ambulance	Dune Buggy	Bicycle
Race Car	Motorcycle	Tow Truck	Jetski	Jetski
Ambulance	Ambulance	Motorcycle	Skateboard	Dune Buggy
Tow Truck	Skateboard	Skateboard	Bicycle	Skateboard

C. Layouts

All vehicles have navigational control displays, however, the user will use active and passive navigation techniques to drive the vehicles. Each vehicle is also equipped with the following functionality:

- An electronic map to assist with navigation (except the skateboard).
- An Information Center icon to transport the user to the Information Center Lobby (except the skateboard)
- The helicopter also contains take off and land buttons as well as pizza and doughnut launcher buttons.

See screen shots attached for further details



Bicycle



Motorcycle



Dune Buggy



Jet ski



Race Car



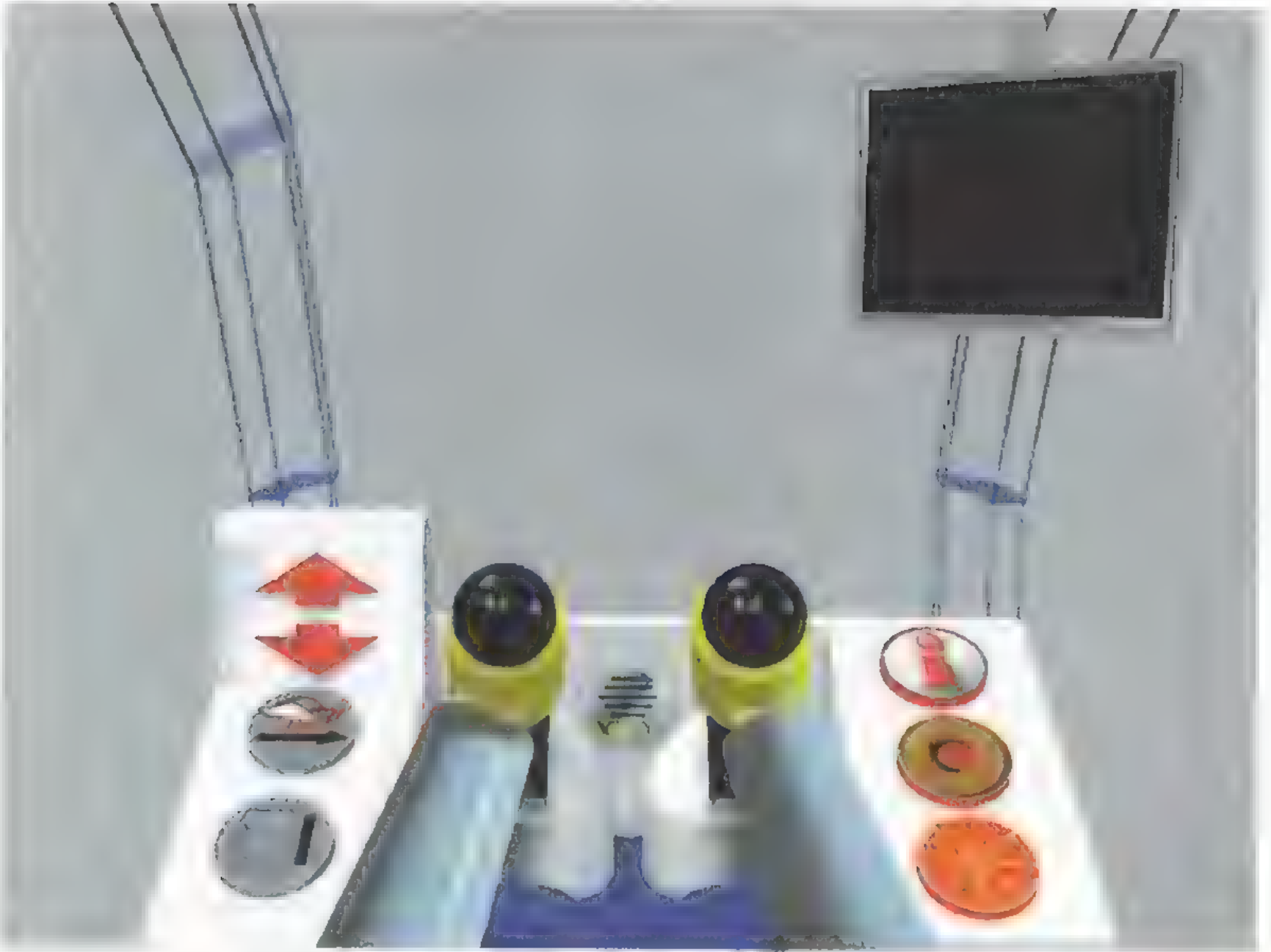
Skateboard



Tow Truck



Ambulance



Helicopter

II. Customization

Throughout LEGO Island, the user has the ability to modify his environment. By clicking on various objects, the user will change the physical state of his surroundings.

A. What can be customized

There are four categories of objects that the user can customize:

- People
- Animals
- Plants
- Buildings

B. Unique Customizing Abilities

Depending on which of the five main characters the user is playing, when he clicks on an object, a different type of physical transformation will take place. These transformations are based on the skills, interests or general personality traits of that character as outlined below:

Character	Skills/Interests/ Personality	Object Type	Transformation
Pepper	Math, geometry	People	Type of hat
		Animals	Type
		Plants	
		Buildings	
Mama	Music, sound effects	People	Sound
		Animals	
		Plants	
		Buildings	
Papa	Dance, animation	People	Animation
		Animals	
		Plants	
		Buildings	
Nick	Spatial	People	Parts coloring*
		Animals	Color
		Plants	
		Buildings	
Lora	Interpersonal, friendly	People	Mood
		Animals	Mood
		Plants	Mood/color/freshness
		Buildings	Light brightness

* Nick has the capabilities to change the hair or clothing color of people. The player (as Nick) must click on either the hair or article of clothing to cause a change in color.

C. What Changes Take Place

Each object can go through three to four different changes per character. Multiple clicks will cause the object to cycle through each of its possible change states. When one cycle has been completed, the next click will cause the object to return to its default state.

An object's change cycle will occur in the same order, however an occasional "red herring" change can occur at any time during an object's cycle. In other words, when a user clicks on an object, most of the time the changes that take place will occur in the normal cycle. However, occasionally, a change will take place that is not part of the normal cycle. This aspect will incorporate variety into the user's experience.

Also, during a game, the program will remember at which point in the cycle the user has left an object. If the user clicks once on an object to change it and then travels elsewhere, upon his return to that object, he will find it in the same state. If the user clicks on it, it will continue through the cycle from the point at which the user left it.

These changes are outlined on the following pages:

ACT I: CUSTOMIZATION

1. Pepper - can change object's type

Object	Change 1	Change 2	Change 3	Red Herring
Character 1's baseball cap	Black hair	Red ponytail	Cop hat	
Character 2's black hair	Red ponytail	Cop hat	Baseball cap	
Character 3's cop hat	Baseball cap	Black hair	Red ponytail	
Character 4's red ponytail	Cop hat	Baseball hat	Black hair	
Dog	Cat	Parrot	Shark	Octopus
Cat	Parrot	Shark	Dog	Octopus
Parrot	Shark	Dog	Cat	Octopus
Shark	Dog	Cat	Parrot	
Flower	Yucca	Pine	Palm	Mug
Pine	Palm	Flower	Yucca	Mug
Palm	Flower	Yucca	Pine	Mug
Yucca	Pine	Palm	Flower	Mug
Store	Bank	Post Office	Residence 7	Residence 5 or 6
Bank	Post Office	Residence 7	Store	Residence 5 or 6
Post Office	Residence 7	Store	Bank	Residence 5 or 6
Residence 7	Store	Bank	Residence 5 or 6	Post Office
Residence 1	Residence 2	Residence 3	Residence 4	Residence 5 or 6
Residence 2	Residence 3	Residence 4	Residence 1	Residence 5 or 6
Residence 3	Residence 4	Residence 1	Residence 2	Residence 5 or 6
Residence 4	Residence 1	Residence 2	Residence 3	Residence 5 or 6

ACT I: CUSTOMIZATION

2. Mama - can change object's sound effect

Object	Change 1	Change 2	Change 3	Change 4	Red Herring
Character 1	Whistles	Hums	Sings Do-Re-Mi scale	Giggles or laughs	Burps
Character 2	Hums	Sings Do-Re-Mi scale	Giggles or laughs	Whistles	Burps
Character 3	Sings Do-Re-Mi scale	Giggles or laughs	Whistles	Hums	Burps
Character 4	Giggles or laughs	Whistles	Hums	Sings Do-Re-Mi scale	Burps
Dog	Barks	Meows	Tweets or Squawks	Snaps teeth	Burps
Cat	Meows	Tweets	Snaps teeth	Barks	Burps
Parrot	Tweets	Snaps teeth	Barks	Meows	Burps
Shark	Snaps teeth	Barks	Meows	Tweets	Burps
Flower	Piano 1	Piano 2	Piano 3	Piano 4	Drum
Pine	Piano 2	Piano 3	Piano 4	Piano 1	Drum
Palm	Piano 3	Piano 4	Piano 1	Piano 2	Drum
Yucca	Piano 4	Piano 1	Piano 2	Piano 3	Drum
Store	A ding sound effect	A cash register sound effect	Sound effect 3	Sound effect 4	Sneeze
Bank	A cash register sound effect	Sound effect 3	Sound effect 4	A ding sound effect	Sneeze
Post Office	Sound effect 3	Sound effect 4	A ding sound effect	A cash register sound effect	Sneeze
Residence 7	Sound effect 4	A ding sound effect	A cash register sound effect	Sound effect 3	Sneeze
Residence 1	Piano sound	Drum sound	Horn sound	Stringed instrument sound	Sneeze
Residence 2	Drum sound	Horn sound	Stringed instrument sound	Piano sound	Sneeze
Residence 3	Horn sound	Stringed instrument sound	Piano sound	Drum sound	Sneeze
Residence 4	Stringed instrument sound	Piano sound	Drum sound	Horn sound	Sneeze

ACT I: CUSTOMIZATION

3. Papa - can change object's animation

Object	Change 1	Change 2	Change 3	Change 4	Red Herring
Character 1	Body spins	Rotates	Drops down and pops back up	Head spins	Falls down
Character 2	Rotates	Drops down and pops back up	Head spins	Body spins	Falls down
Character 3	Drops down and pops back up	Head spins	Body spins	Rotates	Falls down
Character 4	Head spins	Body spins	Rotates	Drops down and pops back up	Falls down
Dog	Body spins	Body rotates	Falls over and pops back up	Jumps up and down	Wiggles
Cat	Body rotates	Falls over and pops back up	Jumps up and down	Body spins	Wiggles
Parrot	Falls over and pops back up	Jumps up and down	Body spins	Body rotates	Wiggles
Shark	Jumps up and down	Body spins	Body rotates	Falls over and pops back up	Wiggles
Flower	Spins	Hops	Rotates	Raises and spins	Flies up in circles, drops back down
Pine	Hops	Rotates	Raises and spins	Spins	Flies up in circles, drops back down
Palm	Rotates	Raises and spins	Spins	Hops	Flies up in circles, drops back down
Yucca	Raises and spins	Spins	Hops	Rotates	Flies up in circles, drops back down
Store	Fast rotation	Wiggly rotation	Slow rotation	Erratic rotation	Hops erratically
Bank	Wiggly rotation	Slow rotation	Erratic rotation	Fast rotation	Hops erratically
Post Office	Slow rotation	Erratic rotation	Fast rotation	Wiggly rotation	Hops erratically
Residence 7	Erratic rotation	Fast rotation	Wiggly rotation	Slow rotation	Hops erratically
Residence 1	Hops three times fast	Hops three times slow	Hops two times fast, 1 time slow	Hops one time fast and spins	Hops erratically
Residence 2	Hops three times slow	Hops two time fast, 1 time slow	Hops one time fast and spins	Hops three times fast	Hops erratically
Residence 3	Hops two time fast, 1 time slow	Hops one time fast and spins	Hops three times fast	Hops three times slow	Hops erratically
Residence 3	Hops one time fast and spins	Hops three times fast	Hops three times slow	Hops two time fast, 1 time slow	Hops erratically
Residence 4	Hops three times fast	Hops three times slow	Hops two time fast, 1 time slow	Hops one time fast and spins	Hops erratically

ACT I: CUSTOMIZATION

4. Nick - can change object's color

Object	Change 1	Change 2	Change 3	Change 4	Red Herrings
Character 1	Red	Blue	Yellow	Black	White
Character 2	Blue	Yellow	Black	Red	White
Character 3	Yellow	Black	Red	Blue	White
Character 4	Black	Red	Blue	Yellow	White
Dog	Black	White	Brown	Grey	White
Cat	White	Brown	Grey	Black	Yellow
Parrot	Brown	Grey	Black	White	Yellow
Shark	Grey	Black	White	Red	Yellow
Flower	White	Yellow	Red	Blue	Black
Pine	Yellow	Red	Blue	White	Black
Palm	Red	Blue	White	Yellow	Black
Yucca	Blue	White	Yellow	Red	Black
Store	Yellow	Grey	Red	Blue	Black
Bank	Grey	Red	Blue	Yellow	Black
Post Office	Red	Blue	Yellow	Grey	Black
Residence 7	Blue	Yellow	Grey	Red	Black
Residence 1	Yellow	Grey	Red	Blue	Black
Residence 2	Grey	Red	Blue	Yellow	Black
Residence 3	Red	Blue	Yellow	Grey	Black
Residence 4	Blue	Yellow	Grey	Red	Black

ACT I: CUSTOMIZATION

5. Lora - can change object's mood

Object	Change 1	Change 2	Change 3	Change 4	Red Herring
Character 1	High step (happy)	Droopy (sad)	Arms up, hands spin (surprised)	Arms and legs flutter, head spins (angry)	Stands at attention and salutes
Character 2	Droopy (sad)	Arms up, hands spin (surprised)	Arms and legs flutter, head spins (angry)	High step (happy)	Stands at attention and salutes
Character 3	Arms up, hands spin (surprised)	Arms and legs flutter, head spins (angry)	High step (happy)	Droopy (sad)	Stands at attention and salutes
Character 4	Arms and legs flutter, head spins (angry)	High step (happy)	Droopy (sad)	Arms up, hands spin (surprised)	Stands at attention and salutes
Dog	Body wiggles, tail wags (happy)	Moves slow (sad)	Hops up and down (surprised)	Stands up and salutes (proud)	Growls (angry)
Cat	Moves slow (sad)	Hops up and down (surprised)	Stands up and salutes (proud)	Body wiggles, tail wags (happy)	Growls (angry)
Parrot	Hops up and down (surprised)	Stands up and salutes (proud)	Body wiggles, tail wags (happy)	Moves slow (sad)	Growls (angry)
Shark	Stands up and salutes (proud)	Body wiggles, tail wags (happy)	Moves slow (sad)	Hops up and down (surprised)	Growls (angry)
Flower	Wiggles (happy)	Droops (sad)	Hops, spins, flutters (surprised)	Moves forward and back (angry)	Falls over and pops back up
Pine	Droops (sad)	Hops, spins, flutters (surprised)	Moves forward and back (angry)	Wiggles (happy)	Falls over and pops back up
Palm	Hops, spins, flutters (surprised)	Moves forward and back (angry)	Wiggles (happy)	Droops (sad)	Falls over and pops back up
Yucca	Moves forward and back (angry)	Wiggles (happy)	Droops (sad)	Hops, spins, flutters (surprised)	Falls over and pops back up
Store	Lighting gets very bright	Lighting gets somewhat bright	Light gets somewhat dark	Light gets the darkest	
Bank	Lighting gets somewhat bright	Light gets somewhat dark	Light gets the darkest	Lighting gets very bright	
Post Office	Light gets somewhat dark	Light gets the darkest	Lighting gets very bright	Lighting gets somewhat bright	
Residence 7	Light gets the darkest	Lighting gets very bright	Lighting gets somewhat bright	Light gets somewhat dark	
Residence 1	Lighting gets very bright	Lighting gets somewhat bright	Light gets somewhat dark	Light gets the darkest	
Residence 2	Lighting gets somewhat bright	Light gets somewhat dark	Light gets the darkest	Lighting gets very bright	
Residence 3	Light gets somewhat dark	Light gets the darkest	Lighting gets very bright	Lighting gets somewhat bright	
Residence 4	Light gets the darkest	Lighting gets very bright	Lighting gets somewhat bright	Light gets somewhat dark	

III. Build GUI's

Four locations on LEGO Island have Build GUI sites where the user can construct vehicles out of LEGO bricks. Each vehicle is broken into approximately 10 bricks which are arranged on scrollable shelves. The user constructs the vehicle by dragging bricks off the shelves onto pattern matching wire frame pieces on the floor.

The four Build GUI sites and their respective locations are as follows:

1. Dune Buggy Build (Garage)
2. Helicopter Build (Police Station)
3. Race Car Build (Race Track)
4. Jetski Build (Beach)

Each Build GUI site is thematically unique to its location. For example, the helicopter build site has the look of a police line-up room since it is located at the police station. Despite the fact that each Build GUI site looks slightly different, they all share the same functionality features to give some consistency to the user's experience. As a result, the build process will function the same way at each Build GUI site making the build process more intuitive. The following outlines the general build process:

A. The Build Process

1. Selecting Bricks

- When the user clicks on the lever located near the middle left of screen, an animation of the LEGO bricks shelves rotating to display the next shelf of bricks is triggered.
- When the user single clicks on a brick from the shelves, it triggers an animation of that piece coming off the shelf and into a position directly above the pattern pieces on the floor. The piece will stay in place and rotate horizontally on its center axis until the user either drags it near the wire frame piece or double clicks on it to trigger an animation of the piece returning onto the shelf where it came from.
- When the user single clicks on a brick that has already been placed on the vehicle, it will trigger an animation of that piece coming off the vehicle and into a position directly above the pattern pieces on the floor. The piece will stay in place and rotate horizontally on its center axis until the user either drags it back near its matching wire frame piece or double clicks on it. Each action will trigger an animation of the piece returning onto the vehicle where it came from.

2. Adding Bricks to a Vehicle

- If the user clicks on the brick while it's rotating and correctly drags it near the wire frame piece and it matches, an animation and sound effect occurs of the LEGO brick rotating into an exact fit and snapping into place. If it does not match, an animation of the brick returning to its rotating position occurs.

ACT I: BUILD GUI's

- When the user clicks on a brick while it's on the shelf and correctly drags it near the wire frame piece and it matches, an animation and sound effect occurs of the LEGO brick rotating into an exact fit and snapping into place. If it does not match, an animation of the brick returning to its rotating position occurs.
- After each correctly matching brick is added, a new wire frame piece appears for the user to correctly match with a piece from the shelves.

3. Customizing Bricks

- The user can change the color schemes of some bricks. When a colorable brick is in its rotating position, the color palette on the upper right side of the screen will light up. If the user clicks on a color in the color palette, the color of that brick changes to the selected color. If a brick is not colorable, the color palette will not light up.
- The user can also change a brick's decal. When a brick containing a decal is in its rotating position, a book of decals located on the right middle side of screen opens to reveal an array of decal choices. When the user clicks on a decal, the decal that was on the brick changes to the new decal. Clicking on the decal triggers an animation of the decal pressing inward; unclicking triggers an animation of the decal pressing back outward.

4. Getting Help

- If the user clicks three times without achieving one of the first steps of the build process, a LEGO character named Build Ding will appear and briefly explain how the Build GUI functions.
- A monitor displays the user's blueprinting procedure by highlighting each piece and its position on a finished vehicle.
- When the user clicks on the lever located on the lower right portion of the screen, an animation of the vehicle rotating clock-wise to a different viewing angle is triggered.

Once vehicles are built, the user has the option of driving them, or moving on to explore other areas of the island and participate in other activities. Two location icons will allow the user to exit the Build GUI site, the Information Center icon and the location-specific icon.

By clicking on the Information Center icon, the user will be automatically transported to the Lobby of the Information Center. By clicking on the location-specific icon, the user will be automatically transported to the Main Screen of the current location. If the vehicle has been completely built, it will be waiting for him immediately outside the location, ready to be driven.

In order to drive one of the Build GUI vehicles, the user has to build the vehicle at least once in a game. However, when the user re-visits a Build GUI site, a disassembled vehicle will be available for him to build with. If the user decides not to build the vehicle again, the finished vehicle will still be waiting for him outside the Build GUI site.

B. Build GUI Screens

The Build GUI site sketches attached show the look of each Build GUI site.

**SITE
SPECIFIC
GENERIC
TEMPLATE
GUIDE**

select (click)
to rotate
shelves
(revealing
new pieces)



select to
return to the
Info. Lobby

Select to
exit this screen
and return to main
screen of this location

Monitor/ 3D spinning model w/ piece positioned highlighted

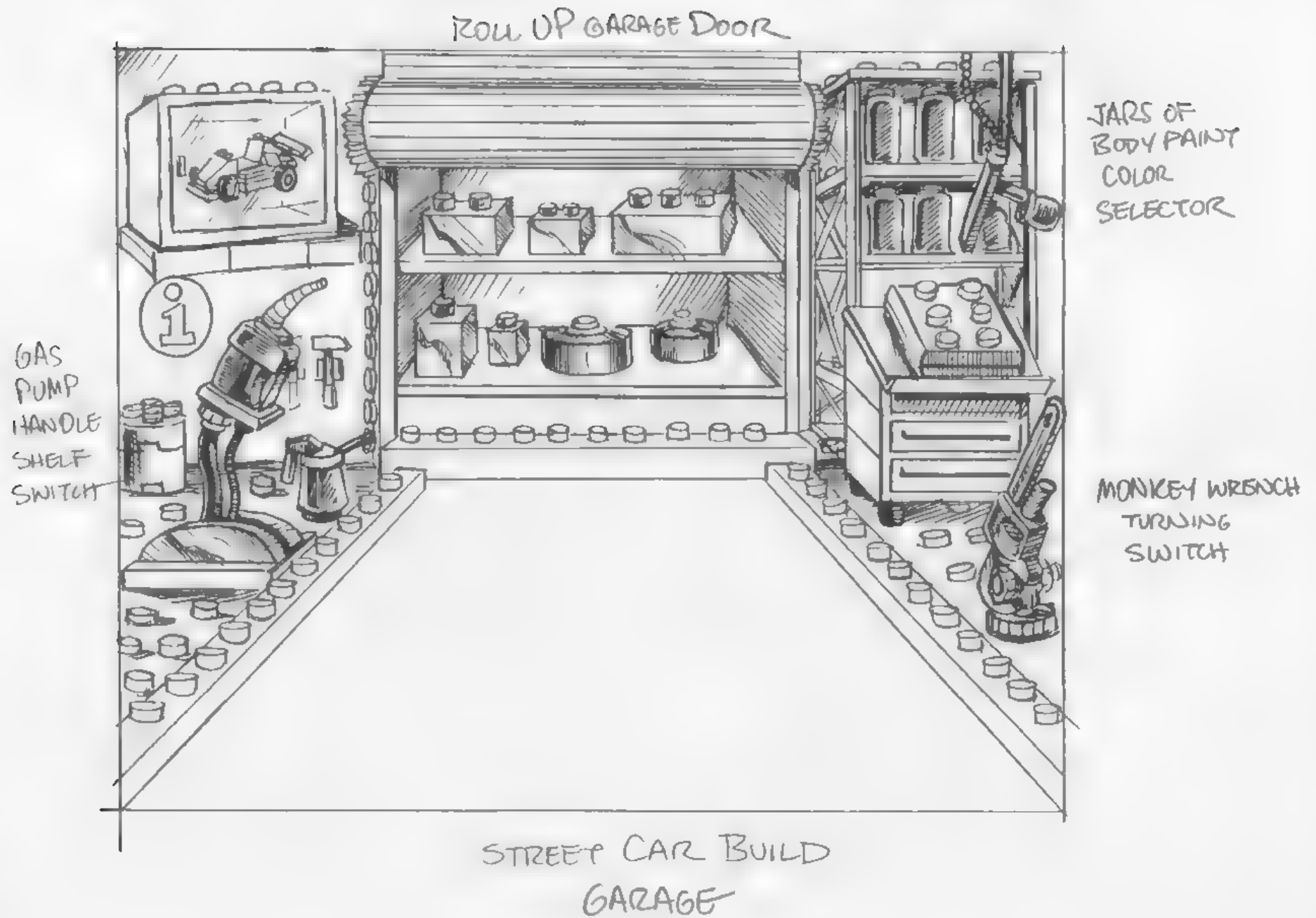
select and drag brick to wire frame

when piece is selected:
paint cans revealed:
select and drag to
brick
to paint

when customizable brick
is selected
book
opens &
reveals
decals
select
and
drag

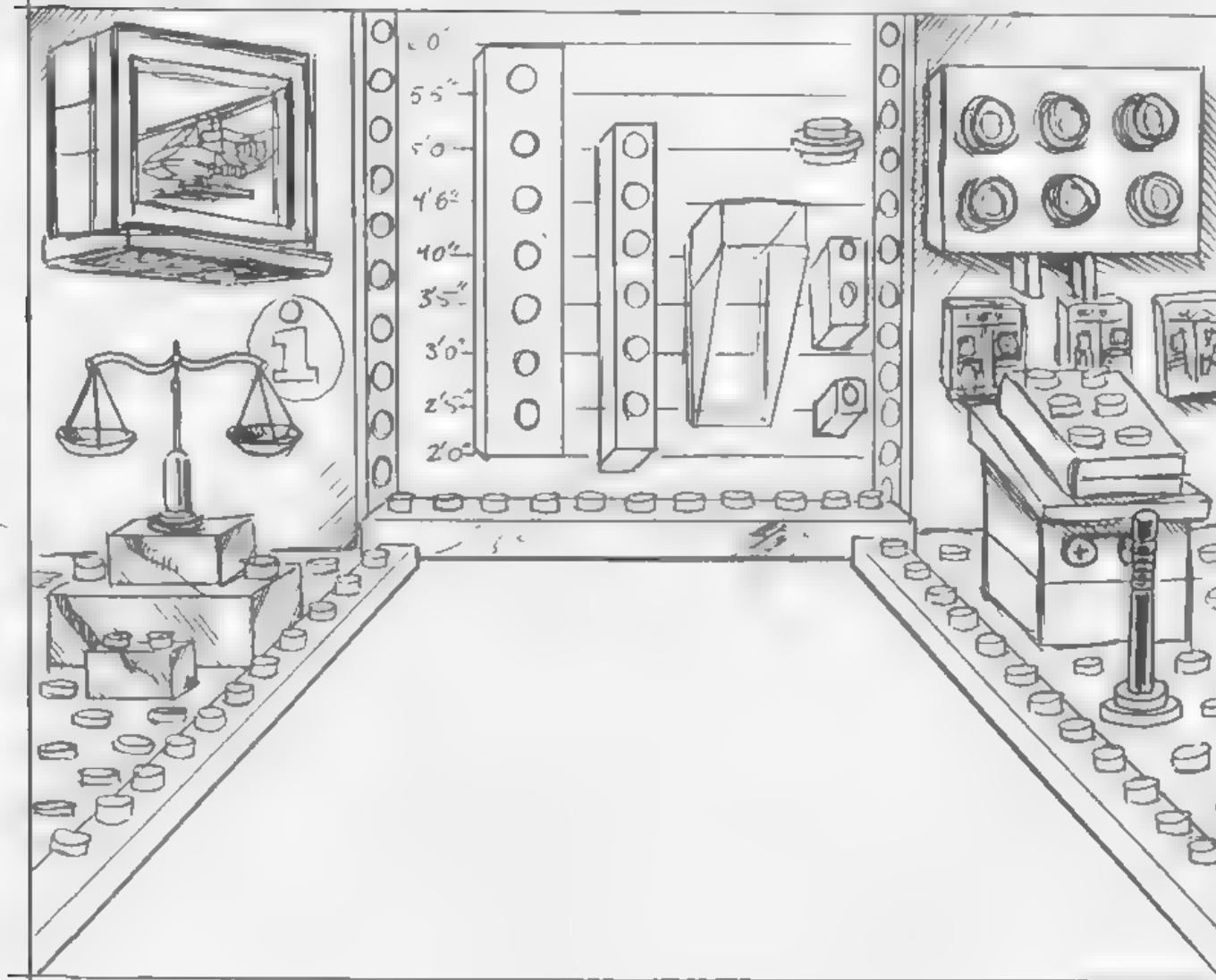
Wireframe of
next piece
need

Device to rotate
base plate
select /click to act vate
re ease to stop



POLICE LINEUP BRICK SELECTION

SCALES OF
JUSTICE
SHELF
MOVER



POLICE LIGHTS
COLOR
SELECTOR

NIGHTSTICK
TURNAROUND
SWITCH

HELICOPTER BUILD
POLICE STATION

IV. Races

Races occur in two locations: the Race Track and the Beach.

In each case, the first time in the game the user participates in that particular race, he must first build a vehicle at that location's LEGO build GUI site. At the Race Track, the Infomaniac will appear when the user enters through the gate and will tell him where to go to build the Race Car. At the Beach, Snap Lockitt will appear when the user first arrives and will tell him where to go to build the Jetski.

After building the race vehicle, when the user clicks on the race icon on the right middle side of the screen, he will be automatically transported to an area outside of the Build GUI site from which point the starting line of the race as well as the newly built vehicle will be visible and accessible.

A. Race Track

1. Goal

The object of race is to compete against two other competitors on a three-lap course and cross the finish line in first place. No penalty is incurred for finishing second or third.

2. Start of the race

Upon exiting the Build GUI site, the user will be standing at the front of the pit stop area. To board the Race Car, he must click anywhere on it at which point the screen cuts to the view from the vehicle's cockpit. The Race Car is running (indicated by an appropriate sound effect) and ready to be driven. An animation occurs showing a crew character with two flags approaching the vehicle. He says, "Go this way for a practice run and this way for a race." If he wants to race, he must follow the crew character's directions to the starting line and then wait for the starting lights which will signal when to go.

3. During the race

When the race (or practice run) begins, the user actively navigates through the course. An electronic map helps him navigate his way and keep track of where his two competitors are.

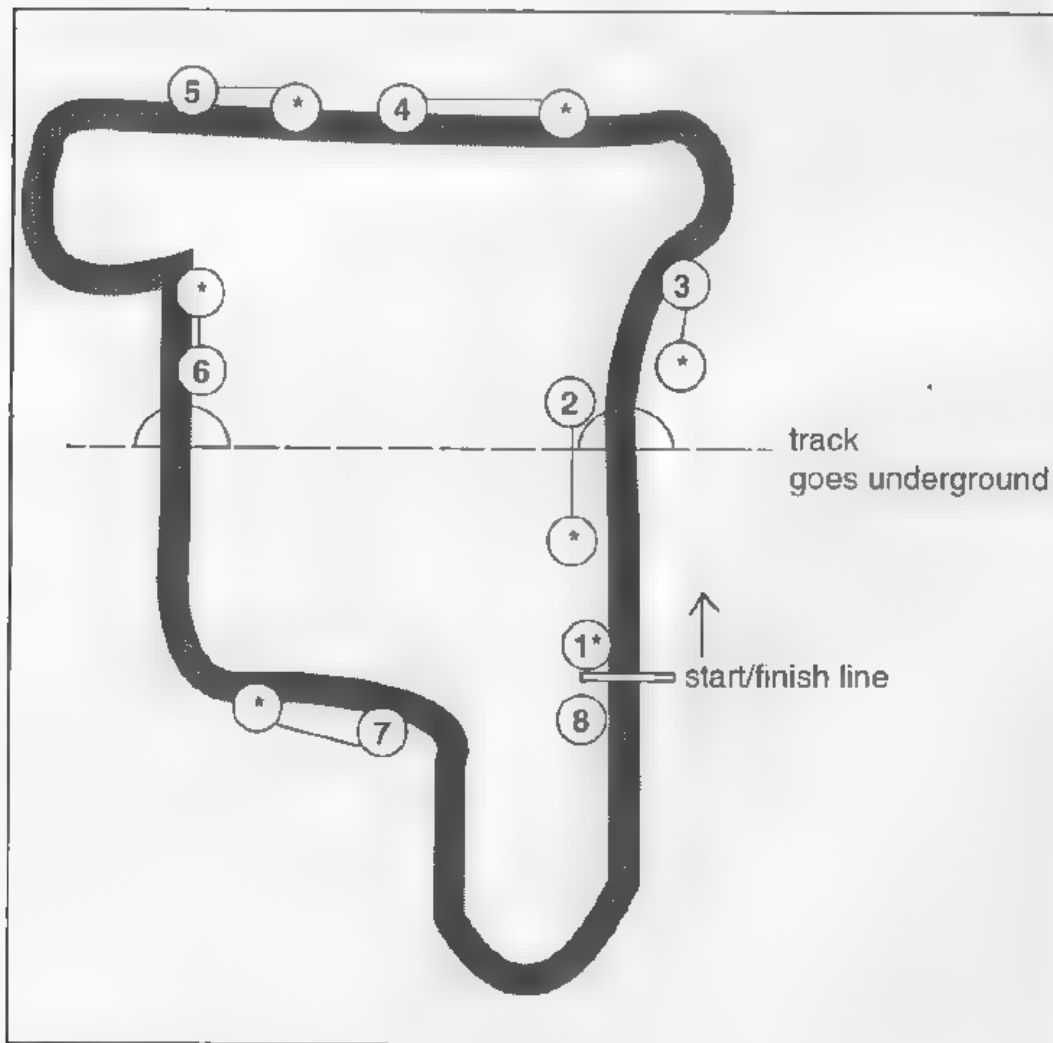
As the user's vehicle passes over certain trigger nodes, animations of obstacles popping into view are triggered. By avoiding these obstacles, the user maximizes his efficiency in completing the course. The obstacles that get triggered are selected randomly or by a script to incorporate variety into subsequent participations in the race.

At any time, the user may click on the Information Center icon on the vehicle's dash to cancel the race and be transported automatically to the Information Center Lobby/Main Screen. No penalty is incurred in this case.

4. After the race

Once the last competitor crosses the finish line an animation of the awards ceremony occurs at the winners circle. The winner's name appears on the big screen as the Infomaniac, serving as race judge, presents the appropriate brick to the user (a red brick for 1st place, a blue for second place, and a yellow for third) While he is presenting the brick, he also makes encouraging statements about how the user performed in the race. Three possible animations and voiceovers will take place for each of the three finish scenarios.

See attached diagram for more detail.



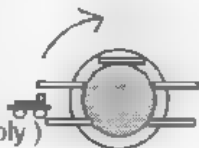
4 Slalom obstacles:

- A) Trees, flowers and bushes start to pop up in a slalom way.
- B) Bricks drop from above to form obstacles
- C) Bricks are moving about



5 Miniature Golf obstacles:

- A) 2 ramps appear to fly over expanding puddles
- B) ferris wheel. time to drive on platform that will lift the car and place it on other side (may not be possible due to poly)
- C) moving wall with two tunnels to choose
tunnel one: dark with skeletons popping out/ tunnel 2: bumpy, wet



THE RACE TRACK

ANIMATIONS \ OBSTACLES



The steeple chase obstacles \ animations will have approx. 3 versions per location (randomly selected). The race is a three lap race (to allow for pit stop activities); Poly count is CRITICAL. Utilize texture map sequences (10 frames) when possible and poly count at 'round 50. Flat face front view obstacles...

- * Activation spot. When vehicle crosses this mark, an animation occurs up ahead.

- 1* **Start race:** lights (red, yellow) with a V.O. to prompt your start. V.O.: Ladies and Gentlemen start your engines (green light) Engines rev, crowd cheers as you move your mouse forward. Your competitor grimaces and shouts a challenge

2 Repeating Portculis.

- A) At the tunnel, a blockade slowly drops to the ground from above and sinks into the ground followed by the next blockade.
- B) At the tunnel: two walls (from left and right) meet then open again
- C) one brick at a time drops down to build wall.



3 oddity crossing obstacle.

- A) A train (long freight) crosses road. There are spaces between the train cars (Long box cars with space underneath allowing your vehicle to pass through)
- B) A sign appears with an icon for robot crossing. Robots appear and cross with decreasing space between.
- C) a light appears up ahead/sfx of train... a bicyclist comes towards you and swerves left and right, etc.

- 6 Repeating Portculis
same as 2 (different art)

- 7 Drivers -ED
a) a person walks in front
b) an animal
c) both

- 8 **The Finish:** (attached next page)

B. Jetski Race

1. Goal

The object of the Jetski race is to race around the island against two competitors and cross the finish line in first place. No penalty is incurred for finishing second or third.

2. Start of the race

Upon exiting the Build GUI site, the user will be standing at the main screen of the Lifeguard Station with the starting line and newly built jetski visible. To board the jetski, the user must click anywhere on it at which point there is a cut to the jetski dashboard where the user's view is as if he is sitting on it. The jetski is running (indicated by an appropriate sound effect) and ready to be ridden.

A voiceover is heard over a bullhorn instructing the user about how to compete in the race. If the user chooses, he can practice jetskiing in the freestyle area. If he crosses a trigger node near the starting buoy, an animation of the competitor jetskiers lining up to start the race is triggered. The user's point of view is as if he is moving into position at the starting buoy. When the starting horn sounds, the race is on.

3. During the race

When the race begins, the user uses active navigation to maneuver through the course. An electronic map helps him navigate his way around the race course and keep track of where his competitors, the slalom course, ramps, etc. are.

As the user's jetski passes over certain trigger nodes, animations of obstacles popping into view are triggered. By avoiding these obstacles, the user maximizes his efficiency in completing the course. The obstacles that are triggered are selected randomly or by a script to incorporate variety into subsequent participations in the race.

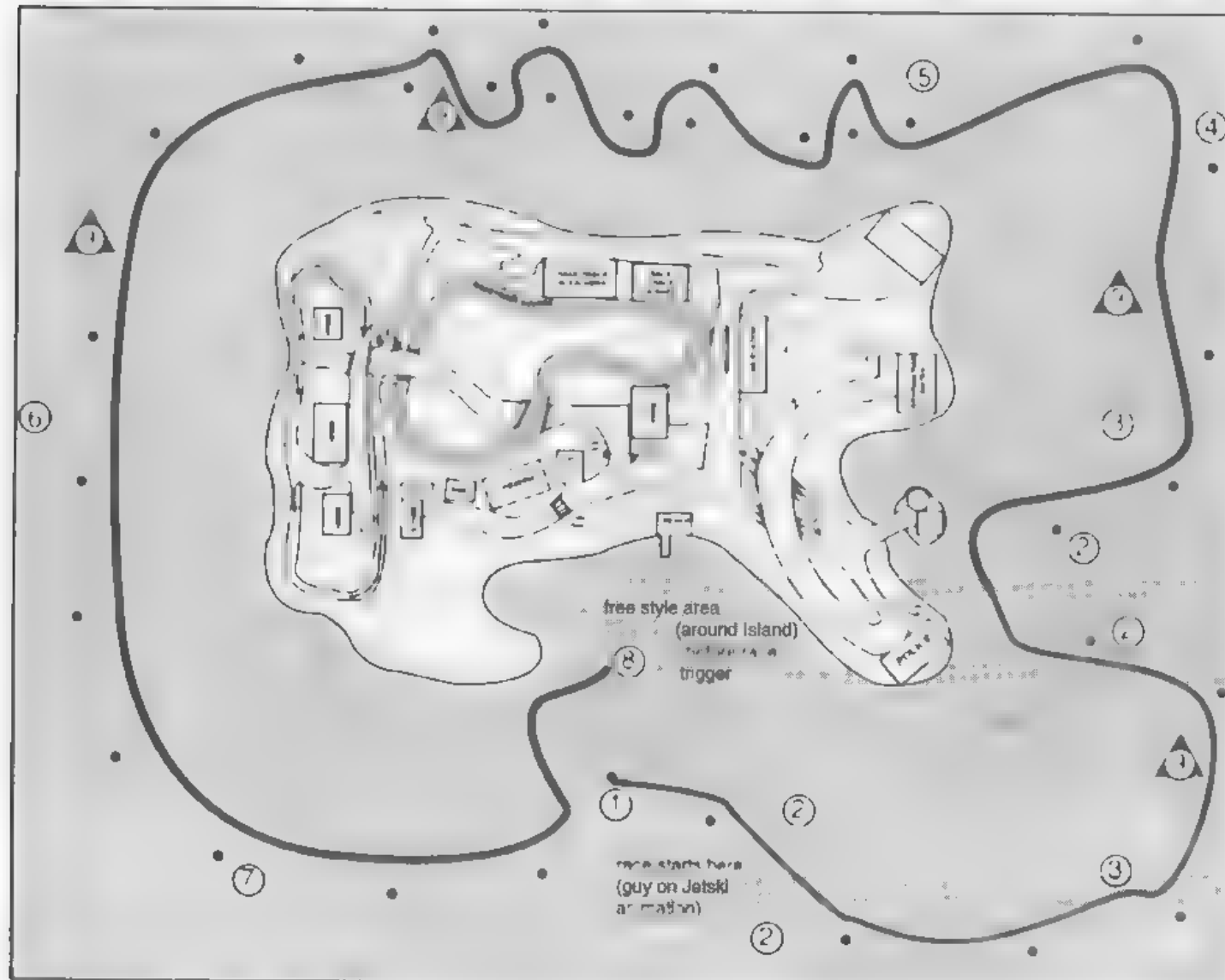
4. After the race

Once the last competitor crosses the finish line an animation of the awards ceremony occurs. The Infomaniac, who is serving as the race judge, presents the appropriate bricks to the user and makes encouraging statements about how the user performed in the race. Three possible animations and voiceovers will take place for each of the three finish scenarios.

See attached diagram for more detail.

BEACH \ JETSKI RACE COURSE

Obstacles and animations the course is determined by following the buoys around the perimeter of the island. It is a two lap race that begins when you pull up to the starting buoy. This activates a starting scene animation with the O V over the bullhorn instructing



① you about the course. Wait for the starting horn and race!

② **Sharks!** As you approach, one shark passes in front from the left, another passes from the right. aim around them or be eaten (triggers animation of a comedic interior of a shark and the spitting out of you). There are 3 random patterns

③ **Passing obstacles:** fishing boats, and swimmers pass by. manuver around them.

④ **Brick obstacles:** walls pop up. some have tunnels through as they float pass others have ramps and still others are solid walls to avoid

⑤ **Slalom:** manuver around circuitous buoy course

⑥ **Jumps:** series of ramps to jump over rocks and bricks

⑦ **Shark attack:** this time the sharks chase you manuver away from and stay on course challenge

⑧ **Finish Line:** End of race. winners ceremony animation

⑨ **OGEL Triangle:** like the Bermuda Triangle, if you enter this free-floating triangle, you are thrown into a topsy turvy world that will throw you back to a random place on the course

V. Missions

A mission is a task or a series of tasks that the user must complete within a time limit. In order to complete a mission, the user must travel around to various destinations on LEGO Island and interact with a variety of LEGO characters. Some of these locations and characters are defined by the parameters of the mission, others are brought into play by the choices the user makes while on the mission.

Common to all missions

1. How missions are proposed

- A mission proposal takes place at a major location that is thematically related to the scope of the mission.
- A mission is proposed to the user by one of the resident LEGO characters of that location.
- When the user enters a location (or in the case of the Pizzeria moves onto or over a mission proposal node), a short animation is triggered of that LEGO character proposing a mission to the user.

2. How missions are accepted or declined

- If the user clicks while the mission proposal animation is running, it will stop that LEGO character's monologue, thereby canceling the mission. Non-mission-specific animations will continue from the point the mission was proposed and the user can access any of the hotspots, customizing or GUI activities specific to that location.
- After explaining what the mission consists of, the LEGO character offers a mission-specific object to the user (e.g., for the Pizza Delivery mission, a character will offer the user a pizza to deliver).
- Clicking on the mission-specific object triggers the user's acceptance of the mission.
- If the user does not accept the mission, no penalty is incurred.

3. What happens on a mission

- Each mission involves a task or series of tasks for the user to complete.
- These tasks require that the user travels to a destination or combination of destinations on different parts of the island.
- For some missions, the object is to simply get to a destination. For other missions, the object is to get to a location or series of locations and complete an activity at each location.
- During the course of his travels, the user will encounter various obstacles that make the completion of the mission more challenging.

4. Completing a mission

- When the user gets to one of his mission destinations, a character will be standing outside that destination or will be heard over the radio directing him to park his vehicle and disembark.
 - If this is the user's final destination, the character standing outside will make a congratulatory statement or a statement of thanks, the tone of which will indicate how well the user did on the mission.
 - If there are more destinations to be visited in order to complete the mission, the character will give the user verbal instructions on what task needs to be completed at the current location in order to continue on to the other destinations(s).
- Missions must be completed within a certain amount of time or else no credit will be received. As a result, picking an efficient route and avoiding obstacles become tantamount to mission success.
- A fast mission completion time will earn the user a red brick, an average time will earn the user a blue brick, a slow time will earn him a yellow brick

There are three possible missions the user can undertake, the Tow Truck Mission, the Ambulance Mission and the Pizza Delivery Mission. The Pizza Delivery Mission technically contains five different missions (one for each character), however, the general object of each pizza delivery mission is the same: to deliver a pizza from the Pizzeria to another character at another location on the island.

Each mission is varied either in its use of dialogue, task selection or mission destination to allow the user to have a different mission experience during subsequent participations

Each of these missions is outlined below:

A. Tow Truck Mission (or Mission #1)

1. Goal

The goal of the Tow Truck Mission is to drive the Tow Truck from the Gas Station to the Race Track, hook up the disabled race vehicle to the Tow Truck and drive it back to the Gas Station as quickly as possible.

2. Start of the mission

Upon entering the Gas Station, a series of intro. animations and dialogue involving Nubby Stevens and Nancy Nubbins (the mechanics) plays. First Nubby and Nancy are seen working. This animation will be the same regardless of which character enters and how many times he has entered previously.

As the intro. animation plays for a period of time, Nubby looks up and welcomes him. For Pepper, this welcome dialogue will occur in two additional variations to account for

subsequent entries into the Gas Station. For each of the other Main Characters, the welcome dialogue will occur in one additional variation to account for one subsequent entry into the Gas Station. After the user cycles through all possible dialogue variations, entry into the Gas Station will prompt Nubby to propose the mission immediately. (After Nubby proposes the mission immediately, the mission proceeds directly to **# 3. The Drive to the Race Track.**)

After Nubby welcomes the user, the walkee talkie will emit a CB-style sound effect and Nancy Nubbins will walk over to the walkee talkie and begin talking into it. After she gets off the walkee talkie, she explains to Nubby that there is an emergency at the Race Track. Nubby explains that he is busy and proposes to the user that he go on this mission.

He offers the user a hat with the Gas Station logo on it. If the user does not click on the hat, Nubby explains that he will get someone else to do it. If the user does click on the hat, Nubby thanks him and tells him that the Tow Truck is in front of the Gas Station ready to go.

Nancy's animations and dialogue as well as Nubby's proposal to the user will be the same for each subsequent entry.

3. The Drive to the Race Track

When the user exits the Gas Station and boards the Tow Truck, a voiceover of Nubby issuing instructions over the radio on how to complete the mission is heard. Then, Nancy is heard over the radio giving instructions, saying funny lines, and giving words of encouragement to the user. There will be two versions per character of Nancy's voiceover.

While driving the Tow Truck, the user will see various animations going on outside as well as be required to avoid a series of timed obstacles. There will be two sets of animations and timed obstacles for the user to experience.

One set of animations and obstacles will play out if the user takes the direct route from the Gas Station to the Race Track (turning right from the Gas Station); the second set of animations and obstacles will play out if the user takes the indirect route from the Gas Station to the Race Track (turning left from the Gas Station).

On the direct route, one obstacle sequence can cause the road to become blocked. In this case, the user must turn around and go back toward the Gas Station. When he passes the Gas Station, the animations and obstacles on the direct route will be reset. The user then has the option of re-trying the direct route, or continuing on through the indirect route.

4. Arrival at the Race Track

When the player gets to the Race Track, he must park the Tow Truck in the parking lot, disembark from the Tow Truck, and click on the entry gate to the Race Track. At this point, an animation of the gate rising occurs and The Mechanics come over and explain to the user (in humorous dialogue) that they are going to drive the Tow Truck to the track, pick up the disabled vehicle, and return to this point. They instruct the user to follow them through the entry gate, and then The Mechanics board the Tow Truck and drive through the entry gate.

When the user enters the Race Track area, he will see a banged up red race car lying on the side of the track with a crowd of people gathered around it. The Mechanics are seen preparing to attach the car to the Tow Truck. An animated sequence involving the crowd of people takes place as The Mechanics hook up the disabled vehicle to the Tow Truck. After the car is attached, The Mechanics board the Tow Truck, drive it and the car back to the parking lot, and disembark.

5. The Drive back to the Gas Station

When the user boards the Tow Truck, a VO is triggered of Nancy over the radio instructing the user to drive the Tow Truck back to the Gas Station. This VO will be the same for each character in every participation in the Tow Truck Mission. There will be no obstacles encountered on the drive back to the Gas Station.

6. Completion of the mission

Once the user returns to the Gas Station, parks the Tow Truck, and disembarks, an animation will play of Nubby Stevens coming over to the user. He will then make a statement that reflects the user's success at completing the mission. If the user was fast, Nubby will be very complimentary, if he was average, Nubby will comment that he heard the user had some trouble out there, if he was slow, he will comment that it took the user a long time. These statements will be the same for each character and each subsequent completion of the Tow Truck Mission.

Nubby will conclude the mission by making a humorous statement to the user. The statement is different for each main character and is tailored to his/her personality traits.

B. Ambulance Mission (or Mission #2)

1. Goal

The goal of the Ambulance Mission is to go from the Hospital to the Pizzeria, Beach and Police Station (in no particular order), complete a specific activity at each location, and return to the Hospital as quickly as possible. The Ambulance Mission is the same for each character. However, the order in which the user completes the mission, as well as how each location-specific activity transpires, can vary depending on the choices he makes.

2. Start of the mission

Upon entering the Hospital, a series of intro, animations and dialogue plays that is the same each time the user arrives. Dr. Clickitt is seen standing by the giant map pacing back and forth. He welcomes the user, and continues to pace while a series of animations and dialogue involving miscellaneous characters takes place.

When the siren goes off, three lights illuminate on the big map, each light denoting the three mission destination locations. Dr. Clickitt will then explain the emergency situation to the user and propose that the user go on this mission and take Enter and Return, two hospital orderlies, along to help.

For the third and subsequent entries into the Hospital, Dr. Clickitt's initial welcome animation is triggered and then he will propose the mission.

In proposing that the user go on the Ambulance Mission, Dr. Clickitt will offer a hat with the Hospital logo on it to the user and explain that the Ambulance is parked outside. If the user does not click on the hat, Dr. Clickitt will explain that he will get someone else to do the job. This explanation will be the same every time the user turns down going on the Ambulance Mission. If the user clicks on the hat, Dr. Clickitt will make an encouraging statement about completing the mission. There are two different versions of this statement for each main character.

3. During the mission

When the user exits the hospital and moves toward the ambulance, an animation of Return and Enter walking behind him toward the ambulance occurs. When the user boards the Ambulance, an animation of Return and Enter boarding the back of the Ambulance occurs. A voiceover of Dr. Clickitt issuing instructions over the radio on how to complete the mission is heard.

While driving the ambulance, more instructions from Dr. Clickitt as well as music and a disc jockey's monologue play over the car radio and are interspersed throughout the mission. Some of the voiceover will be tailored to which character is driving. Other voiceover will be tailored to how well he is driving (e.g., if it is Papa driving, a commercial for the Pizzeria is heard. If the user is driving too fast, a voiceover of Dr. Clickitt sarcastically commenting about the high insurance premiums on the island is heard.) More voiceover will be triggered no matter who is driving and how he/she is driving.

When the user arrives at one of the three mission destinations, he must park the vehicle in close proximity to that location. After parking, if he does not exit the vehicle, a voiceover on the radio will play urging the player to get out of the car. Once the player emerges from the car, an animation is triggered whereby a character at that location will

approach the user and explain what the user has to do to complete the location-specific activity. Those activities are as follows:

Pizzeria:

A man is choking and moving around the Pizzeria erratically. If the user clicks on him, an animation of Return (the hospital orderly) administering a series of Heimlich maneuvers takes place at the end of which that activity has been successfully completed. This activity completion animation will be the same each time the user arrives and clicks on the choking man.

The Beach

There are three surfer dudes each standing next to a barrel. Valerie Stubbins explains that there is a man in one of the barrels and that only one of the surfer dudes is telling the truth about his whereabouts. The surfer dudes then each tell the user where there is (or is not) a man in a barrel. The user must click on the barrel that contains the man (or else click on one of the surfer dudes to trigger him repeating his statement).

If the user is correct, the man in the barrel, Gideon Worse, will pop up which triggers an animation of Return and Enter approaching him, putting him on a stretcher and taking him to the ambulance. If the user is wrong, a gag animation is triggered and a humorous animation sequence involving the orderlies and the surfer dudes takes place.

There are three different versions of the barrel activity. A different version will play for each of the first three trips to the Beach. After the third trip to the Beach, version three of the Barrel Activity will play from that point onward.

Police Station

Upon arriving and parking the Ambulance at the Police Station, an animation of a painter on the roof trying to avoid a parrot flying around him is seen. As he avoids the parrot, he is knocked off the roof by a rotating satellite dish. The painter falls, hits a red road barrier, and bounces up and back onto the roof. This animation sequence loops.

When the player clicks on the red road barrier, its arm raises and Enter and Return run under with a stretcher. The next time the cycle runs the man falls onto the stretcher and an animation of Enter and Return taking him to the ambulance is triggered.

Until the user clicks on the red road barrier, humorous animation sequences involving Enter and Return are seen.

Note that each time an activity is completed and the user re-boards the ambulance, Dr. Clickitt will either urge the user on or instruct him to return to the Hospital depending on whether the mission has been completed or not.

4. Completion of the mission

Once the user has gone to the three locations, completed each location-specific activity, returned to the Hospital, and exited the Ambulance, an animation will play out of Dr Clickitt coming over to the user. He will then make a statement that reflects the user's success at completing the mission. If the user was fast, Dr. Clickitt will be very complimentary, if he was average, Dr. Clickitt will be neutral, if he was slow, he will be thankful but distant.

C. Pizza Delivery Mission (or Missions # 3 - 7)

1. Goal

The goal of the Pizza Delivery Mission is to deliver a pizza from the Pizzeria to another character at a selected destination on the island. Each main character will have a unique pizza delivery recipient and destination:

- Pepper: The Brickster at the Jail
- Papa: Studz Linkin at the Race Track
- Mama: Nick Brick at the Police Station
- Nick: Nubby Stevens at the Gas Station
- Lora: Enter and Return at the Hospital

Pepper's destination of the Jail is important because if the helicopter has been built (by any character) prior to Pepper's going on the Pizza Delivery mission, the completion of the mission would trigger the onset of Act II.

2. Start of the mission

Upon arriving at the Pizzeria, the user will see an animation involving the characters present. A different intro. animation will play for each of the main characters the user assumes.

At some point in the animation, one of the characters asks the user's character to deliver a pizza to a certain person at a certain location. That character then holds out the pizza that needs to be delivered. If the user clicks on the pizza, an animation of the pizza changing claws takes place and the mission begins.

For each main character the user plays, the first two arrivals at the Pizzeria will trigger the same introductory animation. However, the mission proposal dialog (i.e., a character asking the user to deliver a pizza) will be slightly different each time. For the third and subsequent arrivals at the Pizzeria, an immediate mission proposal will replace the intro. animation altogether.

3. During the mission

The user must take the skateboard on the mission. The mission proposal characters will encourage the user to take the skateboard by showing him where the skateboard is (right outside the Pizzeria), giving him encouraging advice on how to ride the skateboard, or simply saying that he must use the skateboard. If the user boards any other vehicle that happens to be in the vicinity, the mission is automatically canceled.

While on the Pizza Delivery mission, the user will encounter four to seven obstacles that impede his progress to the destination. Examples of these obstacles are a LEGO person crossing the road in front of the user, several evenly spaced slalom obstacles will pop up in front of the user that he must maneuver around, the ambulance driving just ahead is weaving and dropping heads into the user's path, etc.

The obstacles the user encounters will range in difficulty (i.e., will require varying reaction times) depending on how capable his character is at driving the skateboard. The better the character is at driving the skateboard, the less time he will have to react to the obstacles in his path. The following is a breakdown of how difficult each character's ride on the skateboard is:

- Mama: easiest
- Nick: easy
- Papa: average
- Lora: hard
- Pepper: hardest

If the user wants an easier ride, he will learn that Mama or Nick is the character best suited for his pizza delivery mission. If the user wants a harder ride, he will learn that Lora or Pepper is the character best suited for his pizza delivery mission.

4. Completion of the mission

If the user arrives at the correct destination, the designated pizza recipient will be standing outside directing the user to park the skateboard. The recipient will automatically approach the user and take the pizza from him.

The user will know how well he did on the mission (i.e., how fast he completed it) by the pizza recipient's dialog. If the delivery was fast, the recipient will comment that the pizza is hot. If the delivery was average, the recipient will comment that the pizza is warm. If the delivery was slow, the comment will be that it is cold.

Once the mission ending animation is complete, the user is free to actively or passively navigate elsewhere.

Act II

The user, as Pepper, pursues the Brickster during Act II. To initiate Act II, the Brickster must first escape from jail.

I. Phase I - Allowing His Escape

Two very specific acts must be committed for the Brickster to escape:

- 1) First, the Helicopter must be built
- 2) Then, while playing the part of Pepper, the user must deliver a pizza to the Jail

A. The Helicopter

The helicopter is the Brickster's escape vehicle.

To build the helicopter, the user must first go to the helicopter Build GUI located at the Police Station. Then, the user must correctly put all the LEGO helicopter pieces together to complete the construction. At this point, the user can board the helicopter and fly around the island. However, he can only land at the Police Station's helicopter landing pad. This leaves the helicopter in place for the Brickster to use as his escape vehicle.

B. The Pizza Delivery

Once the helicopter is built, the pizza that Pepper delivers to the jail will be a jalapeno, red pepper, anchovy double garlic pizza that is the "the strongest pizza on the island." When the Brickster places the pizza near the jail cell lock, the strong fumes will cut through the lock and allow the Brickster to escape.

An alarm sounds and an animation sequence of the Brickster breaking out of jail and escaping in the helicopter is triggered. During his getaway flight, the Brickster steals the red Power Brick from the top of the antenna on the Information Center. Stealing the Power Brick allows the Brickster to do two things

- Cut the power supply to the whole island (including the map in the Information Center) making it impossible for the user to change characters
- Provide power to his debricker which allows him to deconstruct objects, brick by brick

Note that the Pizza Delivery is a mission that can be undertaken by any of the five main characters, however, only Pepper can be assigned to deliver the pizza to the jail. Any other characters that go on the Pizza Delivery Mission are sent to a different destination.

II. Phase II - How to Catch the Brickster

After the Brickster has escaped, flown off in the helicopter and stolen the power brick, all the main characters gather outside the jail.

- Nick and Lora arrive first, by motorcycle and by car, respectively. Upon their arrival, they attempt to contact the Infomaniac over the police radio.
- The Infomaniac appears instantly and is calm. However, he begins to panic when he realizes the severity of the situation.
- Mama and Papa arrive while the Infomaniac is panicking. Papa scolds Pepper and Mama claims she hears the helicopter somewhere to the west.

These five characters begin to piece the situation together and develop a plan. Eventually, they realize that Pepper is the logical candidate to catch the Brickster since he is the best skateboarder and the skateboard can travel to the most places on the island (e.g., on the bike path).

Lora then gives Pepper his first assignment: to race out to the other end of the tunnel in the Residential Area. She explains that she and Nick will meet him over there. The Infomaniac concurs and says he will go to the Information Center and plan the next move. Papa says that he will go make some pizzas. Nick and Lora take off in their vehicles. If Pepper does not get on the skateboard within a certain amount of time, the Infomaniac will repeat what Pepper is supposed to do.

III. Phase III - Initiating the Chase

When the user arrives at the Residential Area, Nick and Lora are there waiting for you (as Pepper). Nick makes a statement that reflects how quickly you were able to get there. As Lora begins to explain something to you, an animation of the Brickster driving by in the ambulance occurs. He sticks his head out the window and taunts you. The Brickster stops the ambulance, hooks up the power brick to the debricker and begins deconstructing one of the houses.

As Nick and Lora take off after him, the Brickster drives away and a brick falls out of the back of the ambulance. Lora retrieves the brick, explains that she will take it back to the lab for evidence. She then instructs Nick to head the Brickster off on the east side of the

island and Pepper to follow the Brickster and click on everything he drops to use it for evidence.

As the user follows the Brickster, he will encounter various townspeople who will either guide him in the right direction, tell him the wrong thing to do, display panic, or offer to help in some way. As the user gets close to the Brickster, the Brickster will throw bricks at him, taunting him in the process. If the user clicks on the brick, it will disappear signaling that it has been retrieved, or another townspeople will appear and retrieve it. Out of frustration, the Brickster will taunt the user again.

IV. Continuing the Chase

When the user retrieves six bricks from the Brickster, an animation of the Brickster driving away in the Ambulance occurs. Then, Lora shows up on the motorcycle. As she explains to the user that the bricks he has been collecting are parts of the helicopter, Nick pulls up in the police car and informs them that four pieces to the helicopter are still missing. He then urges Pepper to continue his pursuit.

The first of the four bricks will be easy to find. When the user clicks on it, Mama and Papa will come running out, pick up the brick and carry it off-screen. At this point, the pursuit will continue in the same fashion as described in Phase III.

When the final brick is retrieved, the Infomaniac will appear and congratulate the user. He then instructs the user to go to the Police Station and rebuild the helicopter. He will meet you there at the launching pad when the helicopter is built. Once the helicopter is built, Act III begins.

Act III

The game is won or lost in Act III. Act III ends in one of two ways:

- The user successfully catches the Brickster and the townspeople hold a celebration in his honor
- The Brickster deconstructs all the LEGO structures on the island and the townspeople go into mourning

I. Phase I - Arming the Helicopter

Once the helicopter is built, the following animation sequence is triggered:

- The user and the helicopter are automatically transported to the launching pad.
- The Infomaniac is waiting there and welcomes the user. He explains that the Brickster is on the verge of destroying the island and the only thing that will stall his progress is Papa's famous pizzas.
- Papa and Mama arrive with a stack of pizzas. They load the pizzas onto the helicopter.
- The Infomaniac explains to the user that he can use his patented pizza turbo chucker to launch them at the Brickster
- Nick arrives in the Police Car and loads them onto the helicopter. He explains that the doughnuts will give him and Lora extra energy as they pursue the Brickster on the ground.
- The Infomaniac explains to the user that in order to save the island, he must launch pizzas at the Brickster and doughnuts at Nick and Lora.

II. Phase II - The Final Pursuit

During Phase II, the user can launch pizzas at the Brickster to divert his attention and slow him down and doughnuts at Nick and Lora to help them catch up to the Brickster.

When the user first boards the helicopter and begins to fly around the island, voiceover of the Brickster and either Nick or Lora taunting each other is heard on his radio. If the user launches doughnuts or pizzas, Nick or Lora will make statements on the radio that reflect how accurate the user is. If the shots are accurate, they will congratulate and encourage the user. If the shots are inaccurate, they will offer advice on how to be more accurate. Each broadcast over the radio is accompanied by static.

Interspersed throughout Act III, the townspeople, who are gathered at the Information Center, will give the user words of encouragement on the radio.

III. The Endings

A. Good Ending

If the user is accurate enough with his doughnut and pizza launches, Nick and Lora will get close enough to the Brickster to be able to capture him. Nick will inform the user over the radio that the Brickster has been captured. Lora will broadcast to the townspeople that the Brickster has been captured and that Pepper has saved LEGO Island.

An animation of the user landing the helicopter at the launching pad occurs. The townspeople cheer and a choir sings victoriously. The camera pulls back to reveal a view of the island being re-built. There is activity all over the island. The camera zooms in and the user sees (third person) Pepper being carried on the shoulders of the townspeople. A cut occurs to a close-up of Pepper winking. He speaks:

"You and Me!...We did it...We kept it together. We are way too cool for words...

The music stops and the Infomaniac walks on-screen. He tries to give a speech but then gives up and insists that the celebration should begin.

The townspeople cheer. The music starts again. The camera pulls back to reveal Pepper being carried up to the Information Center. Once at the front of the Information Center, the door opens, then the view cuts to the Information Center Main Screen. The Infomaniac is seen here congratulating the user and encouraging him to play again.

B. Bad Ending

If the user is not accurate enough with his doughnut and pizza launches, the Brickster will deconstruct all the LEGO structures on the island.

An animation of the user landing the helicopter at the launching pad occurs. The townspeople are mourning and a choir sings a sad song. The camera pulls back to reveal an empty island. The main characters are sitting by the water acting sullen. The Brickster stands on top of a lone brick in the middle of the island. He speaks:

"It's mine! All Mine! (laughs...stops...looks around) All Mine! (as the camera pulls back and shows complete desolation...fades. Scene cuts to the lobby.) mine?

The view cuts to the Information Center Main Screen. The Infomaniac is seen here encouraging the user to play again.